WASTELANDERS

A Fallout TTRPG

First Edition

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Written and designed by ari

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PLAYER'S GUIDE

A General How-To for Exploring the Wastes

Intro

Basics

Welcome to the world of Fallout! A deserted wasteland packed to the brim with hideous mutants, dangerous factions, and, well, radioactive fallout.

Dice

The Fallout Tabletop Role-Playing Game is a mixture of the Fallout video game series and the traditional Dungeons and Dragons D20 system. For reference moving forward, d4 refers to a four-sided dice, and a d6 refers to a six-sided dice. Sometimes, you'll encounter something like 3d4, which indicates you should roll 3 four-sided dice, and so on.

The Game Master

The Fallout Tabletop Role-Playing Game does not use miniatures, but rather imagination. While playing, the one who describes the surroundings to the players is known as the Game Master, or GM. The GM has a few jobs during gameplay:

- Describe the surroundings to the players
- Determine and describe the actions of any Non-Player Characters, or NPCs
- Determine and describe the outcomes of any actions performed by the players or NPCs
- Determine the contents of any containers or inventories
- Anything else not previously described that is not performed or determined by the players

The Player

As the player, your job is to propel the story forward by interacting with the Wasteland and its inhabitants, taking actions, and otherwise simply playing the game. This can be done by:

- Talking to other players or NPCs
- Engaging in combat
- Opening doors, containers, etc
- Exploring the Wasteland
- Whatever else you can imagine! As long as you're willing to accept the consequences, of course

How To Play The Game

Checks

To perform actions as their character, the player must make Checks. Checks are tests that determine the success or failure of the player character's desired action.

To determine the difficulty of a specific task, and thus the minimum required check score of a particular action, refer to the below chart:

Check Difficulties

Difficulty	Minimum Check Score
Easy	5 or higher
Medium	10 or higher
Hard	15 or higher
Impossible	20 or higher

> Climbing a small ledge is an Easy task, so Frankie must roll a 5 or higher. Frankie rolled a 6 on the d6, so Frankie passes the task with great ease.

Rolling a dice isn't the only thing that determines a score, however, as we'll explore in the next section.

> Jo is trying to look for a needle in a haystack. This is an Impossible task. Jo rolls a 6-sided dice and gets a 1! Her Perception Ability Score is 3, so her bonus is a +3 to her roll. With a total Check Score of 4, Jo does not find the needle.

Of course, there's more than one way to skin a cat.

> Fed up with having to find a needle in a haystack and thinking to herself, "why am I even doing this?" Jo takes it upon herself to light the haystack ablaze to make her task much easier. This could either make the task easier, such as having to now search the ashes for a needle and thus lowering the Check difficulty, or negate the need to make a check whatsoever. This is determined by the GM.

Stats and Perks

There are a few ways to help your case when making checks: S.P.E.C.I.A.L. Ability Scores, Perks, and Items.

S.P.E.C.I.A.L.

S.P.E.C.I.A.L. is an acronym for the 7 Ability Score categories that determine how good your character is at doing certain tasks.

- Strength is a measure of your raw physical power, and affects melee damage and the ability to perform physical tasks.
- Perception is a measure of your environmental and situational awareness, and affects weapon accuracy, stealing, and lock-picking.
- Endurance is a measure of your overall physical fitness, and affects health and wellness.
- Charisma is a measure of your ability to charm and convince others, and affects your success to persuade, prices when bartering, and morale.
- Intelligence is a measure of your overall mental acuity, and affects medicine, hacking, and your general knowledge.
- Agility is a measure of your overall finesse and reflexes, and affects your ability to sneak and perform acrobatic tasks.
- Luck is a measure of your general good fortune and affects the likelihood of random outcomes and situations.

All checks fit into these 7 categories, determined either by the rules or by the GM- for example, generally, while pickpocketing would be a Perception check, your GM may prefer to have it be an Agility check depending on the context.

Perks

Perks are the most immediate and lasting way to boost your check scores. Perks are qualities that your character gains as they adventure through the Wasteland. To unlock a Perk, you must have the required S.P.E.C.I.A.L. Ability Score that Correlates to the Perk.

> Linda wishes to unlock the first level of the Pickpocket Perk. Her Perception Ability Score is a 4, so she can successfully unlock the first level of this perk, since the perk requires a Perception Ability Score of 1.

Characters begin with 10 Perk Points and 12 S.P.E.C.I.A.L. Points to spend during character creation, which we'll get to later. Aditionally, One Perk Point is also gained with each level up, and can be saved or spent at will once they've been earned. Every 5 levels, however, characters are not only given 1 Perk Point to spend, but also a S.P.E.C.I.A.L. Point, which they can spend to increase one S.P.E.C.I.A.L. Ability Score by one point permanently.

Items

Items can be found or bought throughout the wasteland, and many offer certain bonuses to your Checks as you interact with the Wasteland. Items can include Armor, Weapons, or Chems, which we'll explore in the next chapter.

In summary, when making a Check, your total score, which determines the outcome of the Check, is calculated by adding the dice roll, your S.P.E.C.I.A.L. score, and whatever Perk Bonuses or Item Bonuses you have. This number is then compared to the Check Difficulty to determine if an action succeeds or fails.

Surviving the Wasteland

The Wasteland

The Mojave and Great Basin Wastes are a vast and largely inhospitable land, though almost completely untouched by nuclear bombs during the Great War. The territory is actively being fought over by a number of factions, and is inhabited by both the friendliest and unfriendliest of folks. Notable towns and settlements include:

- New Vegas, a bustling commercial and entertainment hotspot
- Freeside, located in the outskirts of New Vegas, and known for its small-time gangs and tight-knit community
- New Canaan, a fertile agricultural hub and home of the New Canaanites
- Georgetown, a quiet saloon town nestled safely between canyons and mesas
- Goodsprings, an outskirts town known for its hospitality
- Bendover, a ghoul town on the border between the Nevada and Utah territories

Notable landmarks and natural areas include:

- Zion Valley, an almost completely untouched natural wonder home to a small handful of isolated tribes
- The Salt Flats, a barren, inhospitable expanse of land and key center for territorial control
- The Canyons, a wide, partially irradiated wilderness known for its towering rock formations
- Republic Highway, an isolated, desolate, and dangerous stretch of highway known for its radiation storms and pockets of nuclear waste
- Hoover Dam, a highly contested spot of control amongst warring factions

Combat

Weapons

Combat is battle you take part in throughout the Wasteland. Each weapon has a Name, a DMG Score, Range, Accuracy Score, Ammo Type, Ammo Supply, Condition, and Rate of Fire.

Weapon Name

Weapon Name is how you identify which weapon you're using. Normally, this would include the standard name of the weapon as found in the Weapons section of the player's manual. Weapon Names can change or be changed by the owner, allowing for unique identification.

DMG Score

DMG Score is the Damage a weapon inflicts. Each weapon has a standardized DMG Score, and can be changed by Perks, Chems, and other various factors.

Range

Range is the maximum distance a weapon can be used with full efficiency. There are 5 different types of Range: Melee, Short Range, Long Range, Extended Range, and Explosives. Using a weapon beyond its range will result in all ACC rolls suffering a -2.

Range Distances

Range	Maximum Distance
Melee	5 ft
Short Range	50 ft
Long Range	75 ft
Extended Range	>100 ft
Explosives	within 5 ft, or thrown for 2d6 + STR ft

Accuracy

Accuracy, or ACC, is the ability of a weapon to hit the target. Accuracy is determined by a d6. The player declares the desired target, and then calculates the accuracy of the shot depending on the roll.

- If the roll is less than the Weapon Accuracy, the shot misses and does not hit the desired target at all.
- If the roll is equal to the Weapon Accuracy, the shot hits, but not in the desired area of the target. Instead, it hits its nearest logical body area.
- If the roll is 1 or higher than the Weapon Accuracy, the shot is a direct hit and Cripples the targeted limb.

Accuracy Effects

Score	Effect
1 or higher than ACC	Direct hit, target limb is Crippled.
Equal to ACC	Shot hits, but hits nearest logical body part
Less than ACC	The shot misses completely

Donny is trying to shoot the head off of a radroach with his revolver. A revolver has an accuracy score of 3, so Donny must roll a 3 or higher in order to hit. If Donny rolls a 1 or a 2, he misses completely. If he rolls a 3, the attack hits the radroach's abdomen. If he rolls a 4, 5, or 6, the radroach takes a direct hit to the head, and its head is Crippled.

Complications

The Wasteland is an unpredictable kind of place! Upon rolling a natural 6 on an Accuracy roll for any gun, roll 1d4 to determine what Complication will happen during your next turn.

Roll	Complication
1	Your gun jams. You cannot fire during your next turn.
2	Your shot ricochets, hitting the party member sitting to your right for half of the total DMG.
3	You fire an additional time and must roll for it, wasting an additional shot of ammo.
4	A part of your gun suddenly breaks. That weapon's CND is reduced by 1 until it is repaired.

Ammo Type and Quantity

Each gun requires a specific type of ammo, and cannot be interchanged. You can use the Quantity section of the weapon chart on your Character Sheet to keep track of how much of that ammo you have with you.

Condition (Weapon)

Condition (Weapon), or CND (WPN), determines how useful the weapon is at its current state. If it is damaged, it can only be repaired by those skilled enough to repair it, either at a specialized shop, or by a player with the right Perk bonuses.

Condition Effects

CND	Effect
3	Perfect condition
2	Damaged: -1 to ACC rolls
1	Unusable and must be repaired before it is used again

Rate of Fire

Rate of Fire is found in the Weapon Catalog, and determines how many times you roll for hits. You don't have to roll the full number of shots, but you can't fire more than the rate of fire allows you. For example, if a machine gun has a Rate of Fire of 12, you may fire up to 12 shots, meaning you'll roll up to 12 times to determine if it hits.

Damage Location

Damage Location determines the amount of damage taken based on where the shot makes contact.

Location Effects

Location	Effect
Leg and arm	Base DMG of weapon
Chest	+1 DMG
Head	+2 DMG

Armor

Armor is the clothes and protection you wear to limit how much damage you take in combat. There are 3 parts to Armor: Name, Rating, and Condition.

Armor Name

Armor Name is the name of the armor. Much like Weapon Names, this can be changed or customized for unique identification.

Armor Rating

Armor Rating, or AR, is how much is negated--partially or fully, upon being hit. For example, if the full damage you would normally take is 12, but your Armor Rating is 9, then you only take 3 damage. See the Armory for a full list of armor ratings.

Condition (Armor)

Condition (Armor) determines how useful the armor is. Low-condition armor will take detriments until it is repaired:

Condition Effects

CND	Effect
3	Perfect condition
2	Damaged: AR is halved, rounding up
1	Unusable. The AR is 0.

Skirmishes, Step By Step

- Step 1: Determine visibility. Anyone actively sneaking will have to make a Sneak Check to determine if they are seen, with the difficulty determined by the GM.
- Step 2: Determine combat order. Whoever has the highest Agility Ability Score will go first, in descending order, until whoever has the lowest Agility Ability Score goes last.
- Step 3: Identify your target verbally to the GM, including the body part you are aiming at. You may only aim at one body part, on one target, per turn.
- Step 4: Roll to hit for each shot you would like to take.
- Step 5: Multiply your weapon's DMG score by the number of successful hits, taking into account any modifiers given by Perks or Chems. Subtract this number by the target's Armor Rating. The resulting number is the total amount of damage taken by the target.
- Step 6: Allocate the damage to the appropriate limb. If the damage is at least 50% of the target's total health, that limb is now Crippled. If the damage is 100% of the target's total health, that limb is completely blown to chunks, and the target Kicks the Bucket.
- Step 7: Your turn is now over. Repeat steps 3-6 based on combat order until either all opponents OR all party members Kick the Bucket.

Combat Actions

Partial Actions

Moving

At the beginning of your turn, you may choose to move around the battlefield. Your character can only move up to 5 ft in distance per turn. You may still use your weapon, as long as it is within range. If you move during your turn, you may only attack afterwards.

Sneaking

At the beginning of your turn, if you are currently unnoticed by nearby enemies, you may choose to sneak. Doing so will require a Sneak check every turn to maintain your status as "hidden." Sneak checks can be determined either by the Sneak Perk or by rolling 1d6 plus your Agility Ability Score, with the difficulty up to the GM based on the enemy's senses, which can be found in the Creature Compendium section. Sneaking counts as moving, and as such, you may only attack afterwards.

Attacking

Attacking is when you use your weapon, and happens either at the end of a Partial Action turn, or as a full Action. By default, you are able to attack at full weapon efficiency and accuracy, although some Perks may alter this, such as Commando, which rewards you for moving before you attack, or Rooted, which rewards you for not moving during combat.

Full Actions

Taking Cover

Moving behind cover requires a full turn, as well as cover to move behind, which is determined by the GM. Moving behind cover makes it so that enemy gun and melee attacks do not hit, but explosives still can. Taking cover also means that you cannot attack with guns or melee weapons while still under cover, but explosives may still be used.

Using Items

Using items requires a full turn, and is how your character can regain health or attend to RADS during combat. You may not attack while using items, and are susceptible to enemy fire, unless you are hidden or behind cover.

Changing Weapons

If you have more than one weapon in your character's inventory, you may use a full turn to swap which weapon you are currently using. You may not use the new weapon during the same turn, and will have to wait until your next turn to use it.

Sprinting

Sprinting is how you can rapidly move towards cover, enemies, or simply run away once initiated in combat. Sprinting requires a full turn, and changes your speed from 5ft to 15ft.

Shoving

Shoving requires a full turn, and can be done to temporarily stun an enemy. Shoving an enemy can only be done if you are within melee range (5ft) of an enemy. If you choose to shove an enemy, roll 1d6 and add your Strength Ability Score, with the difficulty, and thus success determined by the GM based on the size of the enemy you're trying to grapple. If you are unsuccessful in shoving an enemy, you cannot make any actions during your next turn, and you yourself become stunned.

Grappling

Grappling requires a full turn, and can be done to temporarily hold back an enemy. Grappling an enemy can only be done if you are within melee range (5ft) of an enemy. If you choose to grapple an enemy, roll 1d6 and add your Strength Ability Score, with the difficulty, and thus success determined by the GM. You may only grapple human enemies and ghouls. For every turn you wish to grapple an enemy, roll 1d6 and add your Endurance Ability Score, with the difficulty determined by the GM. A successful grapple prevents the enemy from moving or attacking. You may still attack while grappling an enemy. If you are unsuccessful in grappling an enemy, or if you fail the Endurance check on a turn after a successful grapple, you cannot make any actions during your next turn, and you become stunned.

Dialogue

Reputation

Reputation is how the members of the Wasteland perceive you. By doing good deeds, your Reputation score will rise, and Wastelanders may recognize you for your good nature. By doing bad deeds, your Reputation score will decrease, and Wastelanders may react poorly or even attack you. Reputation can vary from faction to faction, so be mindful of whose back you scratch. At the start of the game, your reputation, by default, will be Neutral, and NPCs will not react to you with any special or poor treatment. Reputation, from lowest to highest, is as follows: vilified, hated, disliked, neutral, liked, loved, and idolized.

Reputation Effect Examples

Reputation	Effect Example
Idolized	NPCs may rely on you for their safety and well-being
Loved	NPCs may discount prices or give you items
Liked	NPCs may generally trust what you have to say
Neutral	NPCs will interact with you normally
Disliked	NPCs may distrust you or want to talk to you less
Hated	NPCs may not allow you into their establishments
Vilified	NPCs will likely greet you with hostility or fear

Karma

What goes around comes around! Karma is the result of your actions and how those actions affect others, and can potentially determine how the Wasteland and its inhabitants interact with you moving forward. Doing good deeds gives you Good or Great Karma, while doing bad deeds might give you Bad or Awful Karma.

Speech Dice

Speech Dice is a system that prevents other players from listening to their friends go back and forth with the Game Master for extended periods of time. At the beginning of a conversation, and potentially determined by your Reputation, the GM will place a 4-sided dice on the table, with the number showing on the dice representing how many questions can be asked by the party until the NPC gets tired of talking to you and will leave. Additional conversation after this may result in aggression or a lowered Reputation with that individual, town, or Faction.

Inventory and Items

Chems

Chems are drugs that can be found in the Wasteland and can be used to grant temporary bonuses. Be warned! Even a single use of a chem can cause you to become Addicted!

Chems

Name	Addiction Rating	Effect	Duration
Stimpak	-	Fully restores one Crippled limb per stimpak, 5 HP	-
RadAway	-	Reduces RADS by 10 points	-
Doctor's Bag	-	Fully restores all Crippled limbs and health	-
Buffout	5	+4 STR	20 mins
Jet	5	-1 AGI, +4 ACC	10 mins
Med-X	2	Restores 4 HP and 2 Morale	-
Mentats	4	+2 INT, +2 AGI	10 mins
Psycho	5	+4 ACC, +2 STR, -2 Morale	5 mins
Alcohol	3	+4 CHA, -1 ACC, -2 AGI	30 mins

Caps

Caps are the primary form of currency used throughout the Wasteland. These can be found, looted, given, taken, traded, or acquired by drinking Nuka Cola or Sunset Sarsparilla products. Other types of currency are faction-based and can only be redeemed for goods or services from the faction that uses them.

Food

Food can be found throughout the Wasteland, either by hunting, looting, or purchasing. Most food comes with some level of Rads, but offers HP and Food replenishment.

Parts

Parts can be found throughout the Wasteland or purchased at appropriate shops or traders. Parts can be used to repair weapons or armor, so long as a party member has the necessary Blacksmith Perk Level to repair it. Otherwise, vendors who can repair may charge you less for their services if you provide the parts for them.

Junk

Junk is random pre-war knick knacks that you can find throughout the Wasteland, and can be bought, sold, and traded with traders, shopkeepers, and other Wasteland dwellers for Caps or other goods.

Survival

HP

HP is the base amount of health a character has. Every sentient (and even a few non-sentient) being in the Wasteland has HP. Base HP is determined by class, race, and the Endurance Ability Score. Additional, yet temporary, HP can be gained through various armors, foods, and chems. Being damaged in any way can cause your HP to drop. When your HP reaches zero, your character Kicks The Bucket, which we'll go over in the next section. The Wasteland is a cruel and unforgiving place, so don't forget to keep yourself healthy!

Food, Water, Sleep, and Morale

Food

Food requires you to eat regularly. Food levels can be replenished by eating or drinking alcohol.

Hunger	Effect
:)	Full health
:/	-1 STR, -1 END
:(	-3 STR, -3 END
Below :(	Your character Kicks the Bucket from starvation

Water

Water requires you to drink regularly. Water levels can be replenished by drinking water, Nuka Cola, or Sunset Sarsparilla.

Thirst	Effect
:)	Full health
:/	-1 STR, -1 AGI
:(	-3 STR, -3 AGI
Below :(	Your character Kicks the Bucket from thirst

Sleep

Sleep requires you to stay well-rested. Sleep levels can be replenished by sleeping.

Sleep	Effect
:)	Full health
:/	-1 INT, -1 PER
:(	-3 INT, -3 PER
Below :(	Your character Kicks the Bucket from deprivation

Morale

Morale requires you to stay socially healthy. Morale levels can be replenished by sleeping, consuming Med-X, or by interaction with someone from the same Origin or Faction.

Morale	Effect
:)	Full health
:/	-3 CHA
:(	-5 CHA
Below :(	Roll 1d4. If 1 or 2, your character Kicks the Bucket from suicide. If 3 or 4, your character becomes depressed, and you will need to re-roll this check every 30 minutes.

RADS

Rads is the leftover nuclear gunk that is found regularly in the Wasteland. Almost anything you eat, drink, step in, or breathe is irradiated. Some in levels so small you don't have to worry about it at all, and some in levels so high they can kill you instantly! Radiation sickness is a lingering status effect that can deteriorate your well-being and eventually kill you, although it can be taken away and mediated by various Chems, Meds, or by visiting trained doctors.

To find your total Rad amount, take your Endurance Ability Score, multiply it by 4, then add 10. Depending on how much radiation you're exposed to, you can suffer various detriments:

- 0-10% of maximum radiation: you've been exposed to a microwave or two! Don't worry about it, it's probably nothing.
- 11-20% of maximum radiation: you wake up in the morning a little nauseous, but it's nothing to worry about yet. You may want to consider lowering the amount of radiatin you've been exposed to.
- 21-30% of maximum radiation: Here's where things start getting iffy. You suffer a -1 to Sleep and Morale.
- 31-60% of maximum radiation: Get out of there! In addition to a -1 to Sleep and Morale, you also suffer -3 HP that cannot be recovered until you heal your radiation sickness.
- 61-80% of maximum radiation: What are you doing? Get help! You suffer a -2 to Sleep and Morale, as well as -6 HP that cannot be recovered until you heal your radiation sickness.
- 81-90% of maximum radiation: Fine, don't take my advice. You suffer a -2 to Sleep, a tragic -3 to Morale, and a lethal -10 HP that cannot be recovered until you heal your radiation sickness. But now you glow! Those around you suffer 2 points of radiation for every real-time minute they spend near you.
- 91-99% of maximum radiation: You're a motionless lump of radioactive glowing waste. You cannot Sleep, Eat, Attack, or Move, and your Morale is non-existent. You take a -10 HP that cannot be recovered until your radiation sickness is healed for you, and those around you suffer 5 points of radiation for every real-time minute they spend near you. Serves you right for not fixing things sooner!
- 100% of maximum radiation: You Kick The Bucket! You're a sickly glowing pile of goo on the bottom of the shoes of Super Mutants! you are irreversibly dead and those around you suffer 10 points of radiation for every real-time minute they spend near you.

Condition (Body)

Condition (Body) is the health status of your limbs. It's important to keep your limbs healthy and functional by using Stimpaks or by getting medical attention. If your limb takes severe injuries, it becomes Crippled. Crippled limbs affect your ability to move and fight in various ways:

Crippled Limb	Effect
Head	Concussed! -2 Sleep, -2 ACC
Chest	Broken Rib– -2 Sleep, -1 Food, -1 ACC
Arm	Broken arm– -4 ACC. If both arms are crippled, this is doubled for a useless -8 ACC
Leg	Broken leg– -2 Sleep, -1 Morale, and enemies have a +2 ACC against you. If both legs are crippled, enemies have a +4 ACC against you, and you must be carried by other players.

Addiction

Addiction is the result of using chems. To find out if you're Addicted, check the chem's Addiction Rate and roll a d6. If a chem has an Addiction Rating of 1, you have to roll a 1 to become Addicted. If a chem's addiction rate is 5, you have to roll a perfect 6 in order to not become Addicted. A 4 would require you to roll a 5 or a 6 to stay non-addicted, and a 3 would require a 4, 5, or 6, and so on. While using chems does not affet you negatively for extended periods of time, Addiction Withdrawal will. For every 30 minutes of real time you go without using your addicted chem(s), you suffer -1 to Food, Sleep, Morale, and Accuracy until you are treated by a doctor for your Addiction.

XP

XP is how you level up. Every level, you earn one Perk Point to spend on any perk you have the sufficient S.P.E.C.I.A.L. Skill Points for. Every two levels, you earn a S.P.E.C.I.A.L. Point to increase your base skills.

Leveling Up

XP Amount	Level
0	1
50	2
100	3
200	4
400	5
800	6
1600	7
3200	8
6400	9
12800	10

Gear

You can't always carry everything with you! Part of properly navigating the Wastes include having to manage your resources. On the back side of the character sheet, you'll see your Gear section. You can fill this in whichever way makes sense, but you can't use the shaded rows unless you have the required levels of the Strong Back Perk. Overfilling it will prevent you from carrying any more, and if your Game Master notices, you may not be able to perform certain actions, such as sprinting or carrying someone who's Kicked the Bucket.

Cool & Stress

Keeping your Cool is a vital skill as you're navigating the Wasteland, as it's very frequently a rather stressful place. While playing, during situations that the Game Master determines would, if experienced realistically, be stressful, the GM will have you roll a Cool Check. The severity of the stressful situation is determined by the GM, and operates similarly to the Check system described earlier. When rolling a Cool Check, roll 1d6, then add your Cool. Depending on the total in comparison to the Stress of the situation, your player will suffer certain effects.

To find your Cool, add your Charisma, Endurance, and Intelligence Ability Scores, and then divide by three, rounding up. This is your Cool.

Stress	Cool Required
Unnerving	5
Anxiety-Inducing	7
Panic-Inducing	10
Traumatizing	13
Life-Altering	15

Cool Effects

Cool Roll	Effect
1 or higher than Stress Req.	Unfazed- nothing happens.
Equal to Stress Req.	Startled- your next ACC roll is lowered by 1, even if not currently in combat.
1-2 lower than Stress Req.	Shaken- you skip your next turn in combat, even if not currently in combat.
3-4 lower than Stress Req.	Scared- all of your ACC rolls are lowered by 2 until you next sleep. -1 to Morale.
5 or lower than Stress Req.	Traumatized- DMG on all weapons increased by 3, but ACC on all rolls until you next sleep are lowered by 2. -3 to Morale and -2 to Sleep.

Kicking the Bucket

Kicking the Bucket is what happens when your HP hits 0 for any reason other than either 100% of maximum radiation or damage from a Fat Man. When you Kick The Bucket, you have two options:

- 1- Accept your fate and let your character die.
- 2- Assign one member of your party to carry your corpse to the nearest doctor, who can Revive you to full health for a hefty sum.

While carrying your corpse, the assigned party member will not be able to attack or sneak without putting your corpse down.

Creating Your Wastelander

Step 1: Name

This is the name of your character.

Step 2: Race

Race determines various abilities, perks, and resistances that are granted instantly and permanently, and can potentially affect how other characters in the world interact with you.

Humans

Your ordinary average guy

Humans are the most common race in the Wasteland. Humans can live up to around 70 years of age in the Wasteland, and vary greatly in height, weight, and personality. All Humans have the following bonuses:

- +1 Strength
- Level 1 Animal Friend Perk
- +5 max HP

Ghouls

Survivors of the old world

Ghouls were once humans, but have suffered severe radiation scarring as a result of nuclear war. Ghouls have an extended lifespan as a result of their irradiation, and generally are upwards of 200 years old. Many still remember pre-war life. All Ghouls have the following bonuses:

- +1 Agility
- Level 2 Rad Resistant Perk
- +10 max RADS

Super Mutants

Subjects of the Forced Evolutionary Virus

Super Mutants are large, mutated humans as a result of experimentation with the FEV Virus, and most are feared by humans. They are generally between 7 and 9 feet tall, genderless, hairless, and green- or grey-skinned. Super Mutants have the following bonuses:

- +1 Endurance
- Level 1 Cannibal Perk
- +5 max HP
- +5 max RADS

Synths

A friendly resident of Uncanny Valley

Synths are robots designed to pass discreetly as humans. They are generally accepted by humans as long as they are discreet, but some humans may be unsettled by the uncanny nature of their existence. Synths have the following bonuses:

- +1 Intelligence
- Level 1 Hacker Perk
- +5 max HP

Step 3: Class

Class is the role you play in the Wasteland. Classes grant unique bonuses to Ability Scores and can reflect or even enhance your style of playing.

Wastelander

An everyday Joe of the Wasteland

- +1 Strength Ability Score
- max HP: 10 + 3d6 + Endurance, +1d4 every level
- +1 Damage to all melee weapons

Courier

A well-respected rough-and-tumble mail delivery worker of the wastes

- +1 Agility Ability Score
- max HP: 10 + 2d6 + Endurance, +1d4 every level
- +1 to all Accuracy rolls for all pistols and rifles.

Heavy Hitter

A regular beefcake

- +1 Endurance Ability Score
- max HP: 12 + 4d6, +1d6 every level
- +1 DMG to all explosive and heavy weapons

Lab Rat

The brains of the group

- +1 Intelligence Ability Score
- max HP: 10 + 2d6 + Endurance, +1d4 every level
- +1 to all Accuracy Rolls for all energy weapons and explosives

Gambler

Gotta know when to hold 'em

- +1 Luck Ability Score
- max HP: 10 + 3d6 + Endurance, +1d4 every level
- +1 DMG to all pistols, +1 to all Accuracy Rolls for all pistols

Barkeeper

The life of the party

- +1 Charisma Ability Score
- max HP: 10 + 2d6 + Endurance, +1d4 every level
- +1 to all Accuracy Rolls for all pistols and shotguns.
- Level 1 Lady Killer Perk

Sharpshooter

A real keen eye

- +1 Perception Ability Score
- max HP: 10 + 3d6 + Endurance, +1d4 every level
- +1 to all Accuracy Rolls for all rifles
- Level 1 Sniper Perk

Step 4: Starting Occupation

Starting Occupation determines further Ability Score and Perk allotments during character creation, as well as your starting equipment.

Farmhand

You've spent your life up until this point working on your family's homestead, out in the boonies of the wastes. Maybe you're an experienced Brahmin farmer, or you've earned a green thumb planting Mutfruit.

- +1 Strength
- Level 2 Strong Back, Level 1 Iron Fist
- Starting Equipment: 10mm pistol, wastelander leathers, 2d6 x10 pistol ammo, 3d4 x10 caps, 4 wasteland meat, 2 bottled water, 2 stimpak, 1 radaway

Hunter

You're no stranger to hunting down prey for a few caps, or purely out of survival. Most of your years in the Wastes have been spent calmly and silently waiting for unsuspecting wildlife to pass through your iron sights.

- +1 Perception
- Level 2 Rifleman, Level 1 Awareness
- Starting Equipment: hunting rifle, wastelander leathers, 4d4 x10 rifle ammo, 4d4 x10 caps, 3 wasteland meat, 2 old boxed food, 1 bottled water, 3 stimpaks

Caravaneer

An experienced wanderer of the Wastes, you have a long history of escourting a Brahmin or two from settlement to settlement in the hopes that you can make a few caps and gather a few valuables to trade. You've been just about everywhere, and know all the local routes and their dangers.

- +1 Endurance
- Level 2 Lead Belly, Level 1 Toughness
- Starting Equipment: double-barrel shotgun, wastelander leathers, 3d6 x10 shotgun ammo, 3d4 x10 caps, 5 old canned food, 2 nuka cola, 1 stimpak, 3 radaway

Local Celebrity

The whole world's a stage, and you're no stranger to the limelight. Inhabitants of your hometown likely know your name, for better or for worse, and you might have a talent or two that can get a few caps-- or laughs-- out of people.

- +1 Charisma
- Level 2 Wasteland Whisperer, Level 1 Party Person
- Starting Equipment: 9mm pistol, pre-war business clothes, 3d4 x10 pistol ammo, 5d6 x10 caps, 3 old canned food, 3 sunset sarsparilla, 1 stimpak, 1 radaway

Town Doctor

You've patched a few people up, haven't you? Local settlers and townsfolk look to you for medical assistance, and you've definitely put in your hours in resetting dislocated shoulders or digging bullets out of people.

- +1 Intelligence
- Level 2 Medic, Level 1 Scrapper
- Starting Equipment: laser pistol, wastelander leathers, 4d4 x10 energy weapon ammo, 3d6 x10 caps, 4 old canned food, 3 purified water, 3 stimpaks, 2 doctor's bags

Courier

Even the post-apocalypse has to have long-distance communication methods! You've done your fair share of walking, and likely have earned a few enemies along the way. What you might lack in consistent housing, you might make up for in knowing the right people across the Wastes.

- +1 Agility
- Level 2 Gunslinger, Level 1 Sneak
- Starting Equipment: 9mm pistol, merc cruiser outfit, 6d6 x10 pistol ammo, 2d6 x10 caps, 5 old canned food, 3 nuka cola, 2 stimpaks, 1 radaway

Sole Survivor

Vaults aren't all fun and games, and you're a living testament of the worst of it. Leaving the home you once knew behind, you're out to pursue a purpose, and for good reason.

- +1 Luck
- Level 2 Fortune Finder, Level 1 Bloody Mess
- Starting Equipment: 10mm pistol, armored vault jumpsuit, 4d4 x10 pistol ammo, 3d6 x10 caps, 5 old boxed food, 3 purified water, 1 stimpak, 3 radaway

Step 5: Origin

Origin is your hometown. This can help with role playing, and interacting with characters of the same Origin grants you +1 Morale.

Step 6: Factions

Factions are groups of people banded together under the same flag. These can be found, destroyed, and created. Characters travelling with other characters of the same faction gain +1 to Morale after every rest. Some pre-established factions include:

The NCR

The NCR, or the New California Republic, is a federal republic based in the southern half of California, with territorial holdings in Northern California, Oregon, Nevada, Arizona, and Northern Mexico. They value old-world civilization and strive to re-establish unified society in the Wasteland. They are generally regarded positively by citizens of the Wasteland, although many towns are wary of their expansionist tendencies, as well as their insistence on taxing local wealth and resources. They are generally disliked by members of the Brotherhood of Steel and universally hated by members of Caesar's Legion. Members of the NCR start the game with 2d4 NCR dollars and one NCR dogtag.

Caesar's Legion

Caesar's Legion is an imperialistic slaver society and totalitarian dictatorship led by Edward "Caesar" Sallow, built on the conquest and enslavement of tribal societies and small townships. Their territory largely spans Arizona and New Mexico, with some strongholds in Utah and Colorado. They are generally feared by citizens of the wasteland, and are known to be dismissive, if not hostile, towards non-Legion individuals. They are generally disliked by everyone, and universally hated by members of the NCR. Members of Caesar's Legion start the game with 2d4 Legion Denarii and a Ripper.

The Brotherhood of Steel

The Brotherhood of Steel is a technology-focused paramilitary order with chapters found all across the former United States. They are known to be secretive and hesitant to allow non-Brotherhood members in on their operations, and are generally insistent on obtaining old-world technology for themselves. Members of the Brotherhood of Steel are forced to undergo rigorous education and training, which some see as bordering on religious. They are not widely known by most citizens of the Wasteland, but are typically disliked by members of the NCR. Members of the Brotherhood of Steel start the game with a Brotherhood Sigil and, if the GM allows, a set of Brotherhood of Steel Power Armor.

The Followers of the Apocalypse

The Followers of the Apocalypse, or the Followers for short, are a humanitarian organization originating in the New California Republic, whose core goal is providing education and medical services to citizens of the Wasteland. They are typically pacifistic and advocate for direct intervention, harm reduction, and agricultural aid, and are generally liked by most members of the Wasteland. Every member is asked- not ordered- to help those in need when the opportunity arises. Members of the Followers of the Apocalypse start the game with 3 stimpaks and 2 purified waters.

The New Canaanites

The New Canaanites are a religious organization based in New Canaan, Utah, with territories in Nevada and Idaho. They are known as fair traders and keen sharpshooters, and are generally understood to be self-reliant and honest. They are generally liked by most members of the Wasteland, and disliked by members of Caesar's Legion, who actively seek to enslave them. Members of the New Canaanites start the game with a .45 Auto Pistol and a set of scriptures.

The Great Khans

The Great Khans are a raider tribe based in Nevada, with loose territorial settlements across the American Southwest. They are known across their territory for their Chem manufacturing and selling, though they have a history of effective agricultural ability. They are generally greeted with hesitation from most citizens of the Wasteland, and are actively hostile towards members of the NCR, who do not share the same hostility towards them. Members of the Great Khans start the game with 2 buffouts and 1 psycho.

The Crimson Caravan Company

The Crimson Caravan Company is a large and expansive trading company throughout New California's occupied territories, with branches in almost every town throughout their trade routes. They are known to have heavily armed and well-defended caravans and assertive business dealings. They are generally regarded neutrally by most members of the Wasteland, with tense relations with the New Canaanites. Members of the Crimson Caravan Company start the game with a double-barrel shotgun and 5d6 shotgun ammo.

Step 7: S.P.E.C.I.A.L.

After all Class, Race, and Starting Occupation Ability Score bonuses have been added, you may allocate 10 S.P.E.C.I.A.L. Ability Score points wherever you like. No more than 10 points may be used.

Step 8: Perks

After Ability Score points have been allocated, and Class, Race, and Starting Occupation Perks have been allocated, you may spend 10 Perk Points however you see fit, as long as you have the required S.P.E.C.I.A.L. Ability Score to unlock it.

Making Believable Characters

Names

Names are important for setting your character apart in the Wastes. Many different types of Wastelanders have different types of names, however, and here are some handy tips to help you make your character blend in seamlessly with your fellow Wastelanders.

Human Names

By and large, most Wastelanders have two common types of names- names passed on through families and found in pre-war literature and markings, and quirky nicknames. Considering that the Great War happened in an alternate reality that split off and culturally stagnated after our real-world 1950s, most names are ones you would expect to find your grandparents to have, like Betsy, Trudy, Paul, Brian, James, Mary, Michael, Susan, or Gary. Nicknames can either be based on the name itself, like Mikey, Jimmy, Sue, or Debbie, or based on their role in the wastes, like Old Bob, Junkyard Jerry, or Molerat Minnie. Ghouls, considering their pre-war existence and extended ages, generally have the same sorts of names.

Super Mutant Names

Super Mutants, as humans mutated by the Forced Evolutionary Virus, generally have fairly human names. Most Super Mutants have diminished intelligence, however, so many of them have monosyllabic and/or physically descriptive names such as Strong, Brick, Jeff, Fist, or Fawkes.

Faction Names

Some factions have types of names that are a little less common and a little more representative of the culture of the faction itself. Members of Caesar's Legion almost always have ancient Latin names, such as Julius, Cato, Aurelia, Cornelia, Marcus, or Octavia. Members of the New Canaanites generally have biblical names, such as Aaron, Noah, Hannah, Abraham, Ruth, or Daniel. Raiders and their splinter factions often have more casual, Wasteland-ey sorts of names like Nail-Biter, Rat-Tat-Tat, Blaze, or Fragmonger.

Physical Characteristics

When making your character, it may be helpful to quite literally flesh out your character with physical characteristics that may assist with role-playing, such as scarring, tattoos, facepaint, dirt, or a missing digit or two. Most haircuts in the Wastes are, to say the least, a little uncommon by real-world standards, and include mohawks, chelseas, buzzcuts, skullets, or a classic pompadour or bob.

Origins

Determining where your character is from not only helps with role-playing but also helps with Morale regeneration! There are plenty of towns, cities, and settlements to choose from across the post-apocalyptic expanse of America, but many have changed or updated names, such as New Vegas instead of real-world Las Vegas, or Dayglow instead of San Diego. More detailed information on cities and towns in the Great Basin Wastes can be found later in this book.

Motives

Motives can help really complete the role-playing experience for you by giving you a reason for your character to wander the Wastes. Some can be as simple as being on the hunt for gold, guns, and glory while others may be more complicated, like trying to avenge your murdered family, or scouting for a new place to set up a homestead.

Perks List

Strength Perks

Iron Fist

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Unarmed attacks do +5 DMG
2	2	Unarmed attacks do +7 DMG
3	4	Unarmed attacks do +9 DMG
4	6	Unarmed attacks do +11 DMG. Roll 1d4. If 3 or 4, the target is now disarmed.
5	8	Unarmed attacks do +15 DMG. Roll 1d4. If 3 or 4, the targeted limb is now crippled.

Big Leagues

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Melee weapons do +2 DMG
2	2	Melee weapons do +3 DMG
3	4	Melee weapons do +5 DMG
4	6	Melee weapons do +7 DMG. Roll 1d4. If 3 or 4, the target is now disarmed.
5	8	Melee weapons do +10 DMG. Roll 1d4. If 3 or 4, the targeted limb is now crippled.

Armorer

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	+2 AR for all armor
2	3	+5 AR for all armor
3	5	+7 AR for all armor
4	8	+10 AR for all armor

Blacksmith

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	You can use parts to repair weapons by 1 CND per part
2	5	You can use parts to repair weapons and armor by 1 CND per part
3	8	You can use parts to repair weapons and armor by 2 CND per part

Heavy Gunner

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Heavy guns do +2 DMG
2	2	Heavy guns do +3 DMG
3	4	heavy guns do +5 DMG
4	6	Heavy guns do +7 DMG
5	8	Heavy guns do +10 DMG

Strong Back

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Gain 1 more equipment row
2	2	Gain 1 more equipment row
3	4	Gain 1 more equipment row
4	6	Gain 1 more equipment row
5	8	Gain 1 more equipment row. You may attack and sneak while carrying a corpse that has Kicked the Bucket.

Steady Aim

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	+1 to all ACC rolls
2	5	+2 to all ACC rolls
3	8	+3 to all ACC rolls

Basher

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	You can use your gun as a melee weapon, with the DMG equal to your STR, as long as its CND is 2 or 3.
2	3	You can use your gun as a melee weapon, with the DMG equal to your STR, at any condition.
3	5	You can use your gun as a melee weapon, with the DMG equal to your STR +3, at any condition.
4	8	You can use your gun as a melee weapon, with the DMG equal to your STR +5, at any condition.

Rooted

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	When you don't move during combat, your AR increases by 2
2	5	When you don't move during combat, your AR increases by 5, and you add +1 to your ACC rolls.
3	8	When you don't move during combat, your AR increases by 7, and you add +1 to all ACC rolls. If an enemy is attacking you with a melee weapon, you may roll 1d4. If 3 or 4, the enemy is now disarmed.

Pain Train

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Your max HP is increased by 2
2	5	Your max HP is increased by 5
3	8	Your max HP is increased by 7

Perception Perks

Pickpocket

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Medium pickpocketing checks are now easy
2	3	Hard pickpocketing checks are now easy
3	5	Impossible pickpocketing checks are now easy
4	8	You cannot fail at pickpocketing, and you can pickpocket equipped items

Rifleman

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Rifles do +2 DMG
2	2	Rifles do +3 DMG
3	4	Rifles do +5 DMG
4	6	Rifles do +7 DMG and negate opponent's AR by 2
5	8	Rifles do +10 DMG. Roll 1d4 for each shot. If 3 or 4, that shot completely ignores opponent's AR.

Awareness

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Once per battle, you may ask to know the AR or HP of one opponent.
2	5	Once per battle, you may ask to know the AR or HP of up to 3 opponents.

Locksmith

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Medium difficulty locks are now easy
2	3	Hard difficulty locks are now easy
3	5	Impossible difficulty locks are now easy
4	8	You cannot fail a lockpick check

Demolition Expert

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Explosives do +2 DMG
2	3	Explosives do +3 DMG
3	5	Explosives do +5 DMG
4	8	Explosives do +7 DMG

Night Person

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	+1 to ACC at night
2	5	+2 to ACC at night
3	8	+3 to ACC at night

Refractor

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	-2 to enemy energy weapon DMG
2	2	-3 to enemy energy weapon DMG
3	4	-5 to enemy energy weapon DMG
4	6	-7 to enemy energy weapon DMG
5	8	-10 to enemy energy weapon DMG. Roll 1d4. If 3 or 4, the enemy takes the full DMG of their own energy weapon roll.

Sniper

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	+1 to all ACC for rifles
2	5	+2 to all ACC for rifles
3	8	+3 to all ACC for rifles. Roll 1d4. If 3 or 4, you do +3 DMG per shot

Penetrator

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Roll 1d4. If 3 or 4, one of your turn's shots completely negates the enemy's Armor Rating
2	5	Roll 1d4 for each shot. If 3 or 4, that shot completely negates the enemy's Armor Rating

Concentrated Fire

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Targeting the same limb for multiple turns adds +1 to each ACC roll
2	5	Targeting the same limb for multiple turns adds +2 to each ACC roll, as well as +1 DMG
3	8	Targeting the same limb for multiple turns adds +3 to each ACC roll, as well as +3 DMG

Endurance Perks

Toughness

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	+3 to max HP
2	2	+5 to max HP
3	4	+7 to max HP
4	6	+10 to max HP
5	8	+15 to max HP

Lead Belly

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	-1 RADS from eating or drinking
2	5	-3 RADS from eating or drinking
3	8	No RADS from eating or drinking

Lifegiver

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Roll 1d4. If 3 or 4, you may revive +3 HP to one party member per battle.
2	5	Roll 1d4. If 3 or 4, you may revive +6 HP to one party member per battle.
3	8	Roll 1d4. If 3 or 4, you may revive +10 HP to one party member per battle.

Chem Resistant

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	All Chem Addiction Ratings are lowered by half, rounding up
2	5	You cannot become addicted to Chems

Aquaperson

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	-3 RADS from drinking
2	2	-6 RADS from drinking, and being submerged in water restores 2d6 HP

RAD Resistant

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	+3 max RADS
2	3	+5 max RADS
3	5	+10 max RADS
4	8	You cannot become radiation sick

Adamantium Skeleton

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Once per battle, roll 1d4. If 3 or 4, you only take half of external limb damage for the rest of the battle
2	5	Once per battle, roll 1d4. If 3 or 4, negate all external limb damage for the rest of the battle
3	8	Your limbs cannot become Crippled

Cannibal

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Eating human corpses regains 5 HP and satisfies Food
2	5	Eating human or ghoul corpses regains 7 HP and satisfies Food
3	8	Eating human, ghoul, or super mutant corpses regains 10 HP and satisfies Food

Ghoulish

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Radiation Sickness of 80% or higher regains all health
2	3	Radiation Sickness of 70% or higher regains all health
3	5	Radiation Sickness of 60% or higher regains all health
4	8	Radiation Sickness of 50% or higher regains all health, and feral ghouls will not attack you

Solar Powered

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	+1 to all ACC rolls during the day
2	5	+2 to all ACC rolls during the day
3	8	+3 to all ACC rolls during the day

Charisma Perks

Cap Collector

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	You find 1d6 extra Caps in every container you search
2	5	You find 2d6 extra Caps in every container you search
3	8	You find 3d6 extra Caps in every container you search

Lady Killer

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Medium difficulty CHA checks against genders that are not yours are now easy
2	5	Hard difficulty CHA checks against genders that are not yours are now easy
3	8	Impossible difficulty CHA checks against genders that are not yours are now easy

Lone Wanderer

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	When adventuring away from other players, your Armor Rating is increased by 2
2	5	When adventuring away from other players, your Armor Rating is increased by 5
3	8	When adventuring away from other players, your Armor Rating is increased by 7

Attack Dog

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	You can adopt a stray dog
2	3	Once per battle, roll 1d4. If 3 or 4, your dog prevents an enemy from moving for 2 turns.
3	5	Once per battle, roll 1d4. If 3 or 4, your dog prevents an enemy from moving for 2 turns and disarms that enemy.
4	8	Once per battle, roll 1d4. If 3 or 4, your dog prevents an enemy from moving for 2 turns, disarms that enemy, and cripples that enemy's right arm.

Animal Friend

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Upon encountering an animal, roll 1d4. If 3 or 4, you pacify that animal.
2	5	Upon encountering an animal, roll 1d4. If 3 or 4, you can incite that animal to attack another opponent.
3	8	Animals will not attack you.

Local Leader

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	When talking to a vendor, roll 1d4. If 3 or 4, that vendor will sponsor you for 1d4 Caps per day, even when away from the vendor.
2	5	When talking to a vendor, roll 1d4. If 3 or 4, that vendor will sponsor you for 1d6 Caps per day, even when away from the vendor.

Party Person

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	You cannot become addicted to alcohol.
2	5	The effects of alcohol are doubled without risk of addiction.
3	8	In addition to all previous benefits, your LCK Ability Score is increased by 2 while under the influence of alcohol.

Inspirational

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Once per battle, roll 1d4. If 3 or 4, one party member of your choosing will do +2 DMG for the rest of battle
2	5	Once per battle, roll 1d4. If 3 or 4, two party members of your choosing will do +2 DMG for the rest of battle
3	8	Once per battle, roll 1d4. If 3 or 4, all party members will do +2 DMG for the rest of battle

Wasteland Whisperer

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Once per day, you may roll 1d4/ If 3 or 4, you can ask the GM to re-roll container loot.
2	5	Twice per day, you may roll 1d4. If 3 or 4, you can ask the GM to re-roll container loot.
3	8	Anytime you open a container, you may ask the GM to re-roll container loot once.

Intimidation

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Once per day, upon encountering a human, roll 1d4. If 3 or 4, you pacify that human
2	5	Once per day, upon encountering a human, roll 1d4. If 3 or 4, you can incite that human to attack another opponent
3	8	Once per day, upon encountering a human or group of humans, roll 1d4. If 3 or 4, that human or group of humans will not attack you.

Intelligence Perks

V.A.N.S.

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	+1 to PER Ability Score
2	5	+3 to PER Ability Score

Medic

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Stimpaks used on other party members restore twice as much HP
2	3	Stimpaks used on other party members restore twice as much HP, and RadAway used on other party members takes away twice as much RADS
3	5	Stimpaks used on other party members fully restore HP, and RadAway used on other party members takes away twice as much RADS
4	8	Stimpaks used on other party members fully restore HP, and RadAway used on other party members fully removes RADS

Gun Nut

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	+1 to all gun DMG
2	3	+3 to all gun DMG
3	5	+5 to all gun DMG
4	8	+7 to all gun DMG

Hacker

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Medium difficulty hacking checks are now easy
2	3	Hard difficulty hacking checks are now easy
3	5	Impossible difficulty hacking checks are now easy
4	8	You cannot fail a hacking check

Scrapper

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	You can salvage Gun Parts from found guns
2	5	You can salvage Gun Parts from found guns and Armor Parts from found armor
3	8	You can salvage Gun Parts from found guns, Armor Parts from found armor, and use Gun Parts to craft Dynamite

Science!

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Once per day, upon encountering a synth or robot, roll 1d4. If 3 or 4, you pacify that synth or robot.
2	3	Once per day, upon encountering a synth or robot, roll 1d4. If 3 or 4, you can incite that synth or robot to attack another opponent.
3	5	Synths and robots will not attack you
4	8	Synths and robots will not attack you, and you may reprogram up to 2 synths or robots at a time to do your bidding

Chemist

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Chems you take last 5 minutes longer, and their addiction rating is decreased by 1
2	3	Chems you take last 10 minutes longer, and their addiction rating is decreased by 2
3	5	Chems you take last 20 minutes longer, and their addiction rating is decreased by 3
4	8	Chems you take last 30 minutes longer, and you cannot become addicted to Chems

Robotics Expert

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Once per day, you can hack into a pacified or fallen synth or robot and harvest it for Electronics
2	5	Once per day, you can hack into a pacified or fallen synth or robot and harvest it for Electronics. Once you have 5 Electronics, you can create an EMP mine.
3	8	You can hack into a pacified or fallen synth or robot and harvest it for Electronics. Once you have 2 Electronics, you can create an EMP mine

Nuclear Physicist

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Energy weapons do +2 DMG
2	5	Energy weapons do +5 DMG
3	8	Energy weapons do +7 DMG

Nerd Rage

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	When your HP drops below 20%, add +1 to all ACC rolls
2	5	When your HP drops below 20%, add +2 to all ACC rolls
3	8	When your HP drops below 20%, add +3 to all ACC rolls

Agility Perks

Gunslinger

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Pistols do +2 DMG
2	2	Pistols do +5 DMG
3	4	Pistols do +7 DMG
4	6	Pistols do +10 DMG and have double the range
5	8	Pistols do +15 DMG and have double the range

Commando

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	While moving during your turn, add +1 to all ACC rolls
2	2	While moving during your turn, add +2 to all ACC rolls
3	4	While moving during your turn, add +3 to all ACC rolls
4	6	While moving during your turn, add +3 to all ACC rolls, as well as +2 DMG
5	8	While moving during your turn, add +3 to all ACC rolls, as well as +5 DMG

Sneak

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Medium stealth checks are now easy
2	2	Hard stealth checks are now easy
3	4	Impossible stealth checks are now easy
4	6	You cannot be seen while sneaking
5	8	Even while not sneaking, you cannot be seen when initiating combat

Mister Sandman

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Upon encountering a sleeping person, you may roll 1d4. If 3 or 4, you instantly kill that person without alerting nearby enemies
2	5	You can instantly kill any sleeping person without alerting nearby enemies
3	8	You can instantly kill any sleeping person without alerting nearby enemies, and once per day, you can roll 1d4. If 3 or 4, you instantly kill another nearby enemy.

Action Cat

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	You may reroll up to 2 missed shots per turn
2	5	You may reroll up to 4 missed shots per turn
3	8	You may reroll up to 6 missed shots per turn

Moving Target

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	-1 to enemy ACC rolls when you move on your turn
2	5	-2 to enemy ACC rolls when you move on your turn
3	8	-3 to enemy ACC rolls when you move on your turn

Ninja

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Attacks while sneaking do +2 DMG
2	5	Attacks while sneaking do +5 DMG
3	8	Attacks while sneaking do +7 DMG, and you do not alert nearby enemies if you attack while sneaking.

Quick Hands

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Your Rate of Fire is increased by 2
2	5	Your Rate of Fire is increased by 5
3	8	Your Rate of Fire is increased by 10

Blitz

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Melee range is increased by 5 ft
2	5	Melee range is increased by 10 ft

Gun Fu

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	+2 DMG to all guns when targeting a different opponent than you did in your last turn
2	5	+5 DMG to all guns when targeting a different opponent than you did in your last turn
3	8	+10 DMG to all guns when targeting a different opponent than you did in your last turn

Luck Perks

Fortune Finder

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	You find 2d6 more Caps in containers
2	3	You find 4d6 more Caps in containers
3	5	You find 6d6 more Caps in containers
4	8	You find 8d6 more Caps in containers

Scrounger

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	You find 1d6 more ammo in containers
2	3	You find 3d6 more ammo in containers
3	5	You find 6d6 more ammo in containers
4	8	You find 9d6 more ammo in containers

Bloody Mess

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Once per battle, you can roll 1d4. If 3 or 4, you do +5 more DMG
2	3	Once per battle, you can roll 1d4. If 3 or 4, you do +10 more DMG
3	5	Once per battle, you can roll 1d4. If 3 or 4, one selected target will instantly explode into a bloody paste
4	8	Once per battle, you can roll 1d4. If 3 or 4, one selected target will instantly explode into a bloody paste, and enemies within 5ft of the explosion will suffer the same fate

Mysterious Stranger

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Once per day, you can roll 1d4. If 3 or 4, the Mysterious Stranger will appear to aid you in combat
2	3	Once per day, you can roll 1d4. If 3 or 4, the Mysterious Stranger will appear, and grant +2 DMG to all players
3	5	Once per day, you can roll 1d4. If 3 or 4, the Mysterious Stranger will appear, and will grant +4 DMG to all players
4	8	Once per day, you can roll 1d4. If 3 or 4, the Mysterious Stranger will appear and kill all enemies

Idiot Savant

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	After one encounter per day, roll 1d4. If 3 or 4, you receive twice the XP. If your INT Ability Score is lower than 2, add +1 to this roll
2	5	After one encounter per day, roll 1d4. If 3 or 4, you receive thrice the XP. If your INT Ability Score is lower than 2, add +1 to this roll
3	8	After one encounter per day, roll 1d4. If 3 or 4, you receive quadruple the XP. If your INT Ability Score is lower than 2, add +1 to this roll

Better Criticals

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	For every attack total that does at least 40 DMG, add 10 more DMG
2	5	For every attack total that does at least 30 DMG, add 20 more DMG
3	8	For every attack total that does at least 20 DMG, add 30 more DMG

Critical Banker

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Once per day, you may add 10 DMG to any attack total
2	3	Once per day, you may add 20 DMG to any attack total
3	5	Once per day, you may add 30 DMG to any attack total
4	8	Once per day, you may add 40 DMG to any attack total

Grim Reaper's Sprint

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Once per day, after killing an enemy, roll 1d4. If 3 or 4, one additional enemy of your choosing will die
2	5	Once per day, after killing an enemy, roll 1d4. If 3 or 4, two additional enemies of your choosing will die
3	8	Once per day, after killing an enemy, roll 1d4. If 3 or 4, four additional enemies of your choosing will die

Four Leaf Clover

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Once a day, roll 1d4. • 1- nothing happens • 2- on your next turn during battle, you can reroll all missed shots • 3- during your next battle, 1 enemy will spontaneously die • 4- on your next turn during battle, all of your shots will miss
2	3	You can reroll this roll once
3	5	You can reroll this roll twice
4	8	You can reroll this roll thrice

Ricochet

Perk Level	Required S.P.E.C.I.A.L.	Effect
1	1	Once per battle, roll 1d4. If 3 or 4, an enemy's missed shot will ricochet back at them for full damage
2	5	Once per battle, roll 1d4. If 3 or 4, an enemy's missed shot will ricochet back at them and cripple a limb
3	8	Once per battle, roll 1d4. If 33 or 4, an enemy's missed shot will ricochet back at them and kill them instantly

Armory

Guns

Name	DMG	Accuracy	Range RoF
Pistols			
10mm Pistol	3	3	short 2
9mm Pistol	4	3	short 2
.44 Magnum Revolver	5	2	short 1
.45 Auto Pistol	5	2	short 4
Ranger Sequoia	12	2	short 1
Rifles			
Varmint Rifle	2	2	long 2
Hunting Rifle	6	2	long 2
Cowboy Repeater	8	2	long 4
Sniper Rifle	10	1	extended 1
Campaign Sniper Rifle	20	1	extended 1
Shotguns			
Double-Barrel Shotgun	8	1	short 2
Combat Shotgun	7	1	short 5
Energy Weapons			
Laser Pistol	4	4	short 3
Plasma Pistol	5	3	short 3
Laser Rifle	6	2	long 2
Plasma Rifle	8	3	long 3
Disintegration Rifle	30	3	long 3
Heavy Guns			
.45 Auto SMG	7	4	long 7
10mm SMG	8	4	long 8
Minigun	20	4	long 20
Shoulder Mounted Machine Gun	30	2	long 20
Explosives			
Dynamite	25	-	- 1
Frag Grenade/Mine	20	-	- 1
EMP Grenade/Mine	20, disables synths and robots within 10ft	-	- 1
Missile Launcher	100	2	extended .5
Fat Man	1000	2	extended .5
Melee Weapons			
Unarmed	STR	2	melee 3
Combat Knife	3+STR	2	melee 3
Ripper	8+STR	2	melee 2
9 Iron	5+STR	2	melee 2
Lead Pipe	6+STR	2	melee 2
Pool Cue	1+STR	2	melee 2
Sledgehammer	9+STR	2	melee 1
Brass Knuckles	2+STR	2	melee 3
Ballistic Fist	12+STR	2	melee 2

Armor

Name	AR	RADS	Effect	Faction
Clothing				
Vault Jumpsuit	2	-	+1 STR	-
Radiation Suit	1	+50	-	-
Hazmat Suit	1	+100	-	-
Sexy Lingerie	0	-	+2 CHA, +1 LCK	-
Prostitute Outfit	0	-	+3 CHA, +2 LCK	-
Pre-War Business Clothes	0	-	+1 CHA	-
Pre-War Relaxed Wear	0	-	+1 AGI	-
Leather Armor				
Armored Vault Jumpsuit	6	-	-	-
Wastelander Leathers	7	-	+1 DMG	-
Merc Adventurer Outfit	6	-	-	-
Merc Cruiser Outfit	7	-	+1 DMG	-
Sheriff's Duster	5	-	+3 DMG	-
Combat Armor				
Combat Armor	10	-	-	-
Reinforced Combat Armor	13	-	-	-
Power Armor				
T-45d Power Armor	20	-	you cannot sneak while wearing power armor	-
Wastelander Leathers	7	-	+1 DMG	-
Merc Adventurer Outfit	6	-	-	-
Merc Cruiser Outfit	7	-	+1 DMG	-
Sheriff's Duster	5	-	+3 DMG	-
Faction Armor				
Raider Sadist Armor	9	-	-	Raiders
NCR Trooper Fatigues	7	-	-	NCR
Legion Veteran Armor	6	-	-	Legion
Brotherhood Power Armor	20	-	you cannot sneak while wearing power armor	BoS
Headwear				
Filtration Helmet	0	+10	-	-
Hockey Mask	1	-	-	-
Motorcycle Helmet	2	-	-	-
Combat Helmet	3	-	-	-
Eyebot Helmet	3	-	+1 INT	-
Party Hat	0	-	+3 CHA, +3 PER, +2 Morale for other players	-
Eyeglasses	0	-	+1 PER	-

Consumables

Name	Cap Value	Effects	HP	RADS
Commerce				
Bottlecap	1	-	-	-
NCR Dollar	3	-	-	-
Legion Denarius	2	-	-	-
Pre-War Money	2	-	-	-
Ammunition				
Pistol Ammo	2	-	-	-
Rifle Ammo	2	-	-	-
Shotgun Ammo	2	-	-	-
Energy Weapon Ammo	4	-	-	-
Heavy Ammo	1	-	-	-
Mines/Grenades	20	-	-	-
Missile	100	-	-	-
Mini-Nuke	150	-	-	-
Food and Water				
Old Canned Food	3	-	5	1
Old Boxed Food	2	-	5	2
Wasteland Meat	4	-	7	5
Purified Water	10	-	10	-
Nuka-Cola	15	-	10	3
Sunset Sarsparilla	15	-	10	3
Bottled Water	5	-	10	3
Chems				
Stimpak	10	Restores 1 Crippled Limb	5	-
RadAway	20	-	-	-10
Doctor's Bag	50	-	full	-
Buffout	5	+4 STR	-	-
Jet	4	-1 AGI, +4 ACC	-	-
Med-X	25	+2 Morale	4	-
Mentats	20	+2 INT, +2 AGI	-	-
Psycho	2	+4 ACC, +2 STR, -2 Morale	-	-
Alcohol	10	+4 CHA, -1 ACC, -2 AGI	-	-
Repair Parts				
Gun Parts	75	-	-	-
Armor Parts	125	-	-	-
Electronics	200	-	-	-
Junk				
Abraxo Cleaner	2	-	-	-
Baseball Glove	2	-	-	-
Camera	5	-	-	-
Ashtray	1	-	-	-
Clipboard	3	-	-	-
Coffee Mug	2	-	-	-
Lunchbox	15	-	-	-
Pack of Cigarettes	20	-	-	-
Scrap Electronics	30	-	-	-
Toy Car	15	-	-	-
Wonderglue	2	-	-	-

GAME MASTER'S GUIDE

Building A Believable Wasteland

Setting Up The Story

Step 1: The Setup

The first step in making a quest for your players to undertake is to determine what the setup is– this can be a basic outline, plot diagram, or something as complicated as the encroaching certainty of destruction between two warring factions. It's important to keep the general setup of the quest in mind when you're fleshing out the details to make sure you don't lose sight of the bigger picture, and thus run the risk of confusing, boring, or blocking your players' ability to play the game.

Step 2: The "Why"

Once you have the general outline of the story, it's important to determine the hook, or the "why" of the story. Why should your players care? Why should their characters participate? What would your players get out of undergoing the quest? Without a "why," your story could become aimless or feel unplanned or randomized. It's important to keep your spontaneity energy saved for encounters, which we'll get to later. If you're having difficulty setting up a hook for your story, roll 1d6 and refer to the below table for some examples:

Roll	"Why"
1	Players must recover a Garden of Eden Creation Kit (GECK) to save their ransacked town after a raider attack
2	Players have been hired to kill a rising raider warlord before he conquers the Wasteland and kills or enslaves any settlements in his path
3	Players have been hired to escourt or deliver an important individual or item that is actively being searched for by a handful of dangerous opposing groups
4	Players learn about a rare or powerful item and are driven by their individual motives to find and keep it
5	Players are forced, extorted, or enslaved into doing the bidding of a sinister individual or faction, and are faced with the choice of submission or rebellion
6	Players learn of a legendary creature in a desolate corner of the Wasteland, and are promised incredible amounts of glory if they successfully hunt the creature down

Step 3: The Characters

After you've determined your "why," your next step is to identify some of the key players of the story, including the antagonist, the quest-giver, and maybe even a temporary party member. Well-written characters of all reputations should be multi-faceted, flawed, and driven by their own compelling motives– potentially even at the jeapordy of your players' success.

For some examples of characters that can interact with your players, here's a helpful chart:

Roll	Character Summary
1	A jaded former bounty hunter who doesn't mind getting shot a few times, but won't let it happen without shooting back. Harbors a secret addiction to Chems
2	A meek, excitable smarty-pants who, despite their soft-spoken tendencies, is prone to outbursts of relentless violence
3	A downtrodden survivor who just wants the world around them to make a little more sense, and frequently misinterprets the players' words or actions and goes off on their own
4	A calm, collected, and supremely professional Wasteland businessperson with a notable and fearsome reputation. NPCs regard this character with intense and irrational fear
5	An aged retired farmer intent on exacting revenge against the group that burned their farm, and is willing to endanger the players to fulfill that revenge
6	An unknowable, unreliable, and uncontrollable man-god who acts as an agent of chaos and destruction solely for their own entertainment, rather than material gain

Step 4: The Locations

The next step after you've set up the "why" and designated a few characters to populate it, you'll need to make a location– or a few– to put it all in. Ideally, locations should be realistic, grounded, and richly simple, with an easy-to-understand face and an intricately developed underbelly. Locations can be desolate or absolutely packed with NPCs, and might have a few shops, sub-locations, or items that can be interacted with, such as computers, containers, or journals.

Roll	Setting
1	A ransacked town's ruins
2	A vault that may have a few stragglers
3	A bustling post-apocalypse boom town
4	A far-out-of-the-way campsite in the wilderness
5	The abandoned house of a long-dead hermit
6	Your average, ordinary saloon town

Step 5: The Story

Now that you've set up the reason, the people, and the places your story will have in it, it's time to set up the plot beats, twists, and turns the quest will take. It's important to have at least a few surprises, but having too many may wear your players out. The best method is to have just enough going on in the story to keep your players invested, interested, and entertained.

Roll	Twist
1	A major character abruptly dies
2	Another group retrieves an item before the players do
3	An important settlement is completely destroyed
4	A vital route is unavoidably blocked
5	A location or individual once thought to be unaffected by radiation is, in fact, heavily irradiated
6	A major character is kidnapped OR a major location is occupied by raiders

Step 6: The Encounters

Encounters are how you'll keep the questline interesting while the players are moving between the major beats of the storyline. Encounters will likely appear at least once every session, either to give your characters something to do, or to affect the story in a major way. This can include a gathering of enemies, an untouched roadside attraction, a series of traps or puzzles, or an intricate interplay of characters in a town.

Step 7: The Finale

Once you've fleshed out the story and its characters, locations, and plot beats, it's time to put it all together, and, taking into consideration the actions of the players as they move through the plot, determine how it ends. This could be a great success, such as the defeat of the antagonist, the retrieval of an important item, or saving a town against all odds, or an intense failure, such as the complete destruction of a settlement, the enslavement of a group of settlers, or the death of the entire party.

Building A Believable Wasteland

Non-Player Characters

The key to making a fully realized world for your players to interact with lies in the development, depth, and intricacies of the non-player characters (NPCs) you fill it with. Characters, just like the story-specific ones we mentioned in the last section, should be mutli-faceted, flawed, and driven in the same way that real-life people are. If the characters you're working on aren't directly involved with the story, you can certainly leave a lot of room and put less effort into developing their wants, needs, and nuances, but to make a really involved and immersive world, it's suggested that even your most basic shopkeeps and background wastelanders have at least one or two drives and nuances to give them some character, as well as a name to be identified by. When writing out a town, settlement, encounter, or even a passing-by traveler, it might be a good idea to give any present NPCs a name, a basic drive, a nuance, and 1-3 little fun facts that the players can learn about or play around with. Moving forward, it could be helpful to note down how the players interact with these NPCs in case they bump into each other later, or the way they interact with them alters their reputation with a specific faction.

Shops

Shops have two parts-- the shopkeeper and the inventory. Chances are, your players will interact with a fair number of shopkeepers throughout their travels in the Wasteland, considering how much of an emphasis the game itself has on survival and resource management. In developing the shopkeeper, you can refer to the above subsection on non-player characters. For their inventory, it's a good idea to maintain a consistent theme for the shop to have. Saloons might have little more than food and drink to offer, gunsmiths and weapon shops might exclusively deal in weapons, armor, and ammunition, and general goods or traders might have a fair assortment of just about everything. You can find average item prices in the Armory section earlier in the rulebook, but it's recommendable to have some shops upcharge their items out of scarcity, desperation, or a poor player reputation just as much as they might lower prices if the shopkeeper, town, or faction hold the players in higher regards.

Settlements

Settlements are where the majority of player-NPC interactions will likely take place, as well as where most shops can be found. The more effort you put into designing and filling out your settlements, the more inviting and immersive they will be. Drawing out a map, determining where specific NPCs can likely be found, and even coming up with a basic history of the settlement, as well as the contemporary issues it faces, will make any settlement you write out into a rich, compelling place for your players to explore. Perhaps an isolated town has some resource problems as a result of nearby raider groups, or a bustling post-war city is struggling to manage and provide for its growing population.

Vaults

In the world of Fallout, Vaults are the cold, metallic remains of the false promise of safety promised to those rich enough to afford a place in them. Most Vaults have since been opened, and its inhabitants dispersed or eradicated, leaving an explorable husk with a lot of room to world-build. Many Vaults already have official histories that you're welcome to follow and consider, while other Vaults have yet to be given an official explanation. Most Vaults are hidden or otherwise not obvious to passers-by, with their location generally revealed through maps, word-of-mouth, or thorough investigation of an unseeming area. Vaults are exclusively built out underground, and have no windows. Some are irradiated or damaged in some way, and provide environmental hazards to the players, while others are relatively well-kept and have more mysterious, less obvious dangers to explore.

Ruins

As a result of the Great War and its intense, heavy nuclear and ballistic bombardment, in addition to a significant lack of upkeep and the natural process of decay, most buildings and settlements in the Wasteland are in a state of disrepair. Some simply have broken windows, fallen wall paneling, or exposed internal structure, while other buildings are irreparably caved in and inhospitable. While exploring the Wasteland, players are almost guaranteed to run into a ruin or two, many of which have become home to raiders, super mutants, or ghouls. In contrast to the materially prosperous settlements, ruins have generally already been picked over multiple times for any useful items, and may be fruitless if explored.

Landmarks

Other types of locations for your players to explore can collectively fall under the "landmark" category, such as roadside stops, military bases, homesteads and farms far off into the outskirts, or notable natural sights. Landmarks are smaller and can thus be a little less intricate than other types of locations, but are nonetheless important in crating an immersive and richly detailed Wasteland for your players to explore.

Settlements of the Great Basin Wastes

Beaver

Beaver, located along I-15, 104 miles Northeast of Georgetown, is a small trading town in central Utah. Historically, it was almost exclusively designated as a passing-through trading spot, a status it's maintained in the nuclear post-apocalypse. Along the river to the East is Utah's first hydroelectric generation plant. It has a proud reputation as being the birthplace of notorious outlaw Butch Cassidy, and is locally marked with a large hillside "B," visible from the road.

Bendover

Bendover, formerly Wendover, is a medium-sized town directly on the border between Nevada and Utah, 123 miles directly West of the Salt Lake City ruins. A few miles to the West is a small Air Force base. In the modern-day wastes, it is a notable ghoul settlement with a few small-time casinos, such as the Stateline Casino. The area surrounding Bendover is generally regarded as inhospitable to non-ghoul humans, as the desert to the West is known for being a site for nuclear bomb testing, resulting in frequent radiation storms. Its most notable landmark is Bendover Bill, a 62-foot electric sign depicting a friendly cowboy welcoming visitors to the town.

Black Mountain

Black Mountain is a small super mutant settlement built into a former military communications array on the titular Black Mountain, less than 100 miles south of New Vegas. The super mutants and nightkin living on Black Mountain are generally isolationist, unpredictable, and unfriendly towards outsiders, and is home to the Black Mountain radio station, run by a psychotic nightkin by the name of Tabitha. Black Mountain can be easily seen from the surrounding areas, as it is a collection of large satellites on top of a mountain.

Cedar Fort

Cedar Fort is a small outpost that many trade routes use to rest and take inventory of supplies upon exiting the dangerous and desolate Republic Highway route. The two-room schoolhouse is its most prominent building, and has been retrofitted to act as a temporary shelter for passing traders and travelers. Cedar Fort is susceptible to raider attacks from the East, and trading caravans often arrive in Cedar Fort heavily guarded and generally defensive in conversation. 50 miles to the Southeast are the remains of the Tintic Mines. There are no notable landmarks beyond its isolated nature as the last stop at the edge of the Republic Highway.

Ely

Ely is a small former mining town that acts as a central location and trading post at the intersection of a handful of major routes through central Nevada, and the last settlement until Cedar Fort on the Republic Highway. It is known as a major railroad town, which results in the occasional raider attack, as well as the location of the Hotel Nevada, a long-established saloon and former gambling hall, as well as the town's most notable landmark.

Georgetown

Georgetown, formerly the pre-war city of St. George, Utah, is a moderately-sized farming town nestled in the red rock valleys of Southern Utah, along the Virgin River, in the northeasternmost part of the Mojave Desert, about 50 miles West of Zion Valley. Georgetown, due to its close proximity to Arizona, is frequently subjected to pressure and threats of annexation and enslavement by Caesar's Legion. During the 1950s, nearby above-ground nuclear testing resulted in a significant amount of nuclear contamination and irradiation, resulting in many contemporary Georgetown residents having notable hair loss and a telltale "Georgetown Cough." Residents of Georgetown are proud and known to stand their ground in the face of opposition, and is easily found by its identifying large hillside "D" overlooking the town.

Jacobstown

Jacobstown, once a mountainside ski lodge West of New Vegas, is now a known super mutant and nightkin settlement lead by its founder, Marcus. Jacobstown residents are collectivistic and egalitarian in nature, and are known for being more well-mannered and friendly towards outsiders, so long as they behave themselves and mind their manners. Announcing the town is a large sign that says "Jacobstown," and can be found by following Nevada State Route 157 West from New Vegas proper.

New Canaan

New Canaan, located 37 miles north of the Salt Lake City ruins in pre-war Ogden, Utah, is a religious settlement founded by Mormon survivors of New Jerusalem after its ransacking by raiders. It was a town of incredible prosperity, however, after the Battle of Hoover Dam, Caesar ordered the complete razing of the town at the hands of the White Legs tribe of the Salt Flats. All but 30 of the town's inhabitants were murdered, leaving New Canaan a frail shell of its once great past.

New Vegas

New Vegas, including its nearby neighborhood of Freeside, is a post-war city established in the ruins of pre-war Las Vegas in the southernmost corner of Nevada. Almost entirely spared from destruction due to the predictions and preemptive actions of Robert House, who used his expansive wealth to create an intricate defense system to protect the city. Unifying a handful of local tribes, Robert House developed and rebuilt the New Vegas Strip into a bustling commercial hub of lavish and plentiful entertainment and resources, defended heavily by massive walls and a small army of patrolling Securitrons. New Vegas stands as a defiant middle ground between the ever-expanding New California Republic and the destructive oppression of the growing Caesar's Legion. In contrast to the Strip's excess, Freeside is its more run-down, impoverished, and resource-lacking neighbor. Freeside is home to a number of small gangs that collectively run and defend Freeside, as well as humanitarian groups such as the Followers of the Apocalypse at the Old Mormon Fort. Its bright lights and sky-scraping Lucky 38 Casino can be seen for miles in every direction.

Novac

Novac is a small town operating almost completely out of the Dino Dee-Lite Motel, and is home to a small number of merchants and farmers delighted by the increase in commerce as a result of the closure of I-15 and resulting altered trade routes. It is most known for, and easily located by, the large dinosaur-shaped thermometer directly outside of the motel.

Searchlight

Searchlight, or more formally, Camp Searchlight, is a pre-war town 57 miles south of New Vegas. Formerly a military outpost used by the New California Republic, the entire settlement has become ghoulified as a result of Caesar's Legion, utilizing a cache of pre-war nuclear waste material to eradicate the outpost. The town is inhabited entirely by feral ghouls, with a few ghoulified NCR soldiers still camped in the outskirts. South of the town is Searchlight Airport, a defunct airfield filled with radscorpions. Surrounding the town for many miles on all sides is a dense cloud of radiation that prevents many passers-by from entering.

Tonopah

Tonopah, found at the far Western edge of the Great Basin Wastes, is a small trading outpost known for its historic silver mining industry, as well as its proximity to and involvement with the nearby Tonopah Test Range. It is home to the Clown Motel, adjacent to the town cemetery, which currently acts as the only functioning place of business in the town, and is known throughout the Wastes as being "incredibly haunted."

Natural Wonders of the Wastes

Big Field

Big Field is, as the name suggests, a large field East of New Canaan known for its expansive, vast nothingness. It is generally regarded as a good place to hunt Radstags, but has notably claimed the lives of many aspiring hunters and caravaneers attempting to blaze a new trail.

Black Rock Desert

Black Rock Desert is an isolated, wide, and open range of irradiated Wasteland known for its mutated creatures. Many raider tribes even regard it with hesitation, citing its dangerously desolate nature. Many trading routes coming to and from New California Republic pass through its south end, with the route leading into Ely, Nevada.

Cannibal Pass

Cannibal Pass, named for its historical connection to the Donner-Reed party, is a small, isolated valley in the midst of a steep mountain range. Tales of its danger span far and wide among intercontinental traders, however, as few caravans are able to traverse its narrow roads safely. Rumor suggests that cannibalistic raider tribes also inhabit the valley.

The Canyons

The Canyons are a once- beautiful expanse of mesas, buttes, and plateaus located in the real-world Canyonlands National Park. In the years post-war, however, it's become a natural funnel for nuclear waste and clouds of irradiation.

The Flats

The Flats, formerly known as the Salt Flats, is a wide expanse of flattened salt, home to the fearsome raider tribes the White Legs and the 80s, which prey on traders, caravaneers, and settlers hoping to take The 80 through to Salt Lake Valley. It is notably prone to radstorms, and travel through it is generally unadvised.

Hoover Dam

Hoover Dam is a highly contested-over power source deep in the deserts of the post-war American Southwest. It is most known as the location of the Battle for Hoover Dam between the New California Republic and Caesar's Legion, both of which continue to eye the dam as their own property.

The Quiet

The Quiet, formerly known as Fishlake National Forest, is a forested area and lake that managed to survive almost all of the radioactive fallout of the Great War. Each of the trees throughout the forest are, despite appearing as separate trees, are in fact all the same tree, resulting in widespread rumors of it being "eerily quiet" and filled with ghosts and spirits. Along Highway 70 towards the north are the steep, white cliffs of Quitchupah Canyon.

Republic Highway

Known even in the real world as "the loneliest highway in America," the Republic Highway is a stretch of interstate road with a significant reputation of treachery as a result of its lack of settlements or roadside stops between Ely and Cedar Fort. Very few Wastelanders have traversed its expanse, including raiders, though rumors surrounding it include packs of Deathclaws that have grown unordinarily dangerous due to the lack of human interruption.

Salt Lake Ruins

In the span of 7 minutes, thirteen nuclear bombs were dropped on Salt Lake City during the Great War. In the years since, a handful of raider groups and super mutants have settled and occupied the area, carefully avoiding the spots of fatal radiation. It is traversible in the modern day, but travelers are advised to practice immense caution.

Zion Valley

Zion Valley, completely untouched by radiation or ballistic destruction, is a narrow winding of canyon East of Georgetown, and is currently home to the relatively pacifistic Sorrows and Dead Horses tribes, faced with increasing danger by the invading White Legs tribe. None of the three tribes speak English, a result of centuries of isolation and geneological history as descendents of tourists. The Sorrows call Zion Valley home, structuring their religious beliefs around the locations of the Valley itself, while the Dead Horses moved into the valley as a result of impending assimilation by Caesar's Legion at the hands of the White Legs tribe.

Creating Captivating Encounters

Step 1: Setting

The first step in creating an encounter that will keep your players attentive, involved, and excited is to set the stage. Where your encounter is set can help determine which kind of enemies, items, and containers can be found there. Once you've got a good idea of where the encounter will take place, it's recommended to draw out a physical map of the local area so you can tell (or show) your players the location of enemies, containers, and possible cover to hide behind. It might be helpful to imagine and plan out these settings as fully and richly as possible to help your players feel immersed– don't be afraid to really flesh out even the smallest of areas! Be careful not to pack it too tightly in ways that don't make sense, however– a computer terminal and desk might not make sense in the middle of a valley just as much as a large boulder might not make sense in a Vault.

Step 2: Enemies

Once you've set up the location of your encounter, it's time to pack it full of NPCs, specifically enemies, if your encounter is one that will involve combat. You can find a full list of enemies and their combat statistics in the next section, titled "Creature Compendium," but you're free to adjust these stats to suit the needs of the encounter or to give your players an easier or more difficult experience. You're welcome to pack your encounters with whatever enemies you see fit, but for the sake of immersion, it's recommended to fill your encounter with enemies that make sense for the setting. Here are some examples:

Setting	Likely Enemies
vaults	radroaches, bloatflies, mole rats, ghouls
caves	geckos, nightstalkers, yao guai, mole rats
ruins	raiders, super mutants, ghouls, bloatflies
open clearings	cazadors, deathclaws, radscorpions, ants, coyotes, ants
roadside stops	raiders, super mutants, ghouls
industrial buildings	protectrons, sentry bots, turrets, mole rats, nightkin, ghouls

Step 3: Rewards

Once you've determined what your encounter will consist of and where, you'll likely want to determine what your players will get out of clearing it out. This can include XP rewards, loot, or an increased reputation with a local town. The Creature Compendium includes suggested XP rewards and loot drops, but you're welcome to adjust this as you see fit.

Step 4: Scavenging

One of the most vital and characteristic aspects of the richly detailed Fallout universe is scavenging. A successful scavenge can make your time in the Wastes just as much as an unsuccessful scavenge can break it. Chances are, your players will want to search around the area comprising and nearby the encounter location, so it's worthwhile to add some extra bits and pieces for your players to explore and interact with. Just the same as enemies and set pieces, it's worthwhile to keep these extra items, containers, and doodads in theme with the location of the encounter.

Setting	Possible Extras
vaults	computer terminals, chests, journals, rare weapons
caves	bones and various remains, discarded hazardous material
ruins	dressers and chests, assortments of junk, pre-war items
roadside stops	more plentiful caps or currencies, pre-war items, evidence of temporary occupation
industrial buildings	computer terminals, company records, rare weapons, pre-war items

Creature Compendium

Ant

Animal- large mutated ant

HP 35
RADS 20
Armor Rating 2
AGI 3

Condition Immunities None
Senses Limited
Faction None
Challenge 2 XP
Loot Wasteland Meat

Hive Minded Ants often move in groups of 10 or more

Attacks

Bite. *Melee:* 7 DMG/ 2 AC/ 2 RoF

Hired Guard

Human- hired loss prevention

HP 50
RADS 30
Armor Rating 7
AGI 4

Condition Immunities None
Senses Average
Faction Various
Challenge 15 XP
Loot Combat Armor, Laser Rifle, 2d6 Caps

Asset Protection Will generally strive to protect whatever they're hired to guard

Attacks

Laser Rifle. *Long Range* 4 DMG/ 4 AC/ 10 RoF

Baby Deathclaw

Animal- infant mutated lizard

HP 200
RADS 90
Armor Rating 7
AGI 7

Condition Immunities Fire
Senses Acute
Faction None
Challenge 50 xp
Loot Wasteland Meat x2

Mother Knows Best Will generally stay around its mother

Attacks

Claw. *Melee:* 20 DMG/ 2 AC/ 2 RoF

Bark Scorpion

Animal- large mutated scorpion

HP 30
RADS 30
Armor Rating 10
AGI 3

Condition Immunities None
Senses Limited
Faction None
Challenge 10 XP
Loot Wasteland Meat

Attacks

Pinch. *Melee:* 7 DMG/ 2 AC/ 2 RoF
Sting. *Melee:* 15 DMG/ 5 RAD/ 2 AC/ 2 RoF

Bloatfly

Animal- mutated horsefly

HP 5
RADS 10
Armor Rating 1
AGI 6

Condition Immunities Ground-based attacks
Senses Poor
Faction None
Challenge 2 xp
Loot Wasteland Meat

Attacks

Spit. *Short-range:* 3 DMG/ 3 AC/ 3 RoF

Boomer Guard

Human- local defense

HP 50
RADS 30
Armor Rating 5
AGI 4

Condition Immunities None
Senses Average
Faction Boomers
Challenge 15 xp
Loot Vault Jumpsuit, Missile Launcher

Stranger Danger Hesitant towards newcomers

Attacks

Missile Launcher. *Extended* 100 DMG/ 2 AC/ 0.5 RoF

Bounty Hunter

Human- out to collect

HP 75
RADS 30
Armor Rating 5
AGI 5

Condition Immunities None
Senses Heightened
Faction NCR
Challenge 15 xp
Loot Sheriff's Duster, Hunting Rifle, 2d6 NCR Dollars

Attacks

Hunting Rifle *Long* 16 DMG/ 2 AC/ 2 RoF

Brotherhood Knight

Human- respected protector

HP 100
RADS 55
Armor Rating 10
AGI 6

Condition Immunities None
Senses Heightened
Faction Brotherhood of Steel
Challenge 30 XP
Loot Brotherhood Power Amor, Laser Rifle

Attacks

Laser Rifle *Long* 10 DMG/ 2 AC/ 2 RoF

Brotherhood Scout

Human- advance recon

HP 60
RADS 40
Armor Rating 10
AGI 7

Condition Immunities None
Senses Average
Faction Brotherhood of Steel
Challenge 15 xp
Loot Combat Armor, Laser Rifle

Attacks

Laser Rifle *Long* 10 DMG/ 2 AC/ 2 RoF

Brotherhood Paladin

Human- battlefield authority

HP 130
RADS 70
Armor Rating 20
AGI 7

Condition Immunities None
Senses Heightened
Faction Brotherhood of Steel
Challenge 50 xp
Loot Brotherhood Power Armor, Minigun, 2d6 Caps

Attacks

Minigun *Long* 20 DMG/ 2 AC/ 20 RoF

Caravaneer

Human- just looking to trade

HP 30
RADS 20
Armor Rating 2
AGI 4

Condition Immunities None
Senses Average
Faction Various
Challenge 15 xp
Loot Wastelander leathers, doube-barreled shotgun, 1d12 Caps

Attacks

Double-Barreled Shotgun *Short* 10 DMG/ 2 AC/ 2 RoF

Casino Guard

Human- gun for hire

HP 30
RADS 20
Armor Rating 0
AGI 4

Condition Immunities None
Senses Average
Faction Various
Challenge 15 xp
Loot Pre-war businesswear, 2d6 caps, 9mm pistol

Attacks

9mm Pistol *Short* 7 DMG/ 3 AC/ 3 RoF

Cazador

Animal- mutated wasp

HP 50
RADS 40
Armor Rating 7
AGI 9

Condition Immunities Flying- cannot be hurt by ground-based attacks
Senses Average
Faction None
Challenge 30 xp
Loot Wasteland meat

Pack Hunter. Cazadors hunt in groups of 3-5
Quick Mover. Cazadors are fast. Attackers suffer -2 to ACC rolls for melee attacks.

Attacks

Sting *Melee* 20 DMG/ 2 AC/ 1 RoF

Centaur

Animal- a complete abomination

HP 65
RADS 100
Armor Rating 4
AGI 2

Condition Immunities None
Senses Limited
Faction None
Challenge 30 xp
Loot Wasteland meat

Attacks

Tentacle *Melee* 15 DMG/ 2 AC/ 3 RoF

Centurion

Human- army commanders

HP 100
RADS 40
Armor Rating 7
AGI 7

Condition Immunities None
Senses Average
Faction Caesar's Legion
Challenge 30 xp
Loot Legion Veteran Armor, 2d6 Denarii, bottled water

Attacks

.45 SMG *Long* 7 DMG/ 4 AC/ 7 RoF ***Pool Cue*** *Melee* 15 DMG/ 2 AC/ 2 RoF

Coyote

Animal- desert dog

HP 10
RADS 10
Armor Rating 1
AGI 5

Condition Immunities None
Senses Heightened
Faction None
Challenge 5 xp
Loot Wasteland meat

Attacks

Bite *Melee* 4 DMG/ 2 AC/ 2 RoF

Cyberdog

Animal- half-dog-half-robot

HP 50
RADS 10
Armor Rating 1
AGI 5

Condition Immunities Weak to EMPs
Senses Heightened
Faction None
Challenge 15 xp
Loot Wasteland meat, Electronics

Attacks

Bite *Melee* 4 DMG/ 2 AC/ 2 RoF

Deathclaw

Animal- mutated war machine

HP 400
RADS 90
Armor Rating 10
AGI 9

Condition Immunities None
Senses Acute
Faction None
Challenge 100 xp
Loot Wasteland meat, Deathclaw head

Attacks

Claw *Melee* 40 DMG/ 2 AC/ 2 RoF

Dog

Animal- man's best friend

HP 15
RADS 10
Armor Rating 2
AGI 5

Condition Immunities None
Senses Heightened
Faction None
Challenge 10 xp
Loot Wasteland meat

Attacks

Bite *Melee* 4 DMG/ 2 AC/ 2 RoF

Eyebot

Robot- surveillance and propaganda bot

HP 80
RADS -
Armor Rating 6
AGI 7

Condition Immunities Immune to RADS, weak to EMPs
Senses Average
Faction Various
Challenge 15 xp
Loot Electronics

Attacks

Laser Gun *Long* 4 DMG/ 4 AC/ 3 RoF

Feral Ghoul

Mutant- the almost-survivors

HP 20
RADS 80
Armor Rating 5
AGI 6

Condition Immunities Immune to RADs
Senses Limited
Faction None
Challenge 15 xp
Loot 1d6 caps, wonderglue, coffee mug

Attacks

Claw *Melee* 6 DMG/ 5 AC/ 3 RoF

Fire Ant

Animal- mutated ant

HP 35
RADS 20
Armor Rating 2
AGI 3

Condition Immunities Immune to fire
Senses Limited
Faction None
Challenge 5 xp
Loot Wasteland meat

Attacks

Bite *Melee* 7 DMG/ 2 AC/ 2 RoF
Fire Breath *Short* 10 DMG/ 2 AC/ 1 RoF

Fire Ant Queen

Animal- for whom the hive minds

HP 50
RADS 20
Armor Rating 2
AGI 3

Condition Immunities Immune to fire
Senses Limited
Faction None
Challenge 5 xp
Loot Wasteland meat

Attacks

Bite *Melee* 7 DMG/ 2 AC/ 2 RoF
Fire Breath *Short* 10 DMG/ 2 AC/ 1 RoF

Fire Gecko

Animal- mutated gecko

HP 20
RADS 20
Armor Rating 1
AGI 6

Condition Immunities Immune to fire
Senses Limited
Faction None
Challenge 5 xp
Loot Wasteland meat

Attacks

Bite *Melee* 7 DMG/ 2 AC/ 2 RoF
Fire Breath *Short* 10 DMG/ 2 AC/ 1 RoF

Frumentarii

Human- Caesar's spies

HP 40
RADS 30
Armor Rating 3
AGI 5

Condition Immunities None
Senses Heightened
Faction Caesar's Legion
Challenge 15 xp
Loot 10mm Pistol, Pistol ammo, Pre-War Businesswear

Attacks

Pool Cue *Melee* 15 DMG/ 2 AC/ 2 RoF
10mm Pistol *Short* 7 DMG/ 3 AC/ 3 RoF

Gecko

Animal- mutated gecko

HP 20
RADS 20
Armor Rating 1
AGI 6

Condition Immunities None
Senses Limited
Faction None
Challenge 5 xp
Loot Wasteland meat

Attacks

Bite *Melee* 3 DMG/ 2 AC/ 2 RoF

Giant Mantis

Animal- mutated mantis

HP 10
RADS 20
Armor Rating 1
AGI 6

Condition Immunities Weak to fire
Senses Limited
Faction None
Challenge 5 xp
Loot None

Attacks

Pinch *Melee* 2 DMG/ 3 AC/ 2 RoF

The Glowing One

Mutant- heavily irradiated ghoul

HP 50
RADS 100
Armor Rating 5
AGI 8

Condition Immunities Immune to RADs
Senses Average
Faction None
Challenge 25 xp
Loot 1d6 pre-war money

Attacks

Claw *Melee* 10 DMG/ 15 RAD/ 3 AC/ 2 RoF

Great Khan Warrior

Human- nomad of the wastes

HP 30
RADS 30
Armor Rating 2
AGI 4

Condition Immunities None
Senses Average
Faction Great Khans, Caesar's Legion
Challenge 15 xp
Loot 1d6 caps, psycho

Attacks

Pool Cue *Melee* 15 DMG/ 2 AC/ 2 RoF
10mm Pistol *Short* 7 DMG/ 3 AC/ 3 RoF

Lakelurk

Animal- mutant fish-man

HP 50
RADS 50
Armor Rating 3
AGI 2

Condition Immunities Breathes underwater
Senses Limited
Faction None
Challenge 15 xp
Loot Wasteland meat

Attacks

Punch *Melee* 10 DMG/ 2 AC/ 2 RoF

Legion Legate

Human- field marshall

HP 150
RADS 75
Armor Rating 7
AGI 7

Condition Immunities None
Senses Heightened
Faction Caesar's Legion
Challenge 50 xp
Loot Legion Veteran Armor, Ballistic Fist, 5d6 Denarii, bottled water

Attacks

Ballistic Fist *Melee* 23 DMG/ 2 AC/ 3 RoF

Legion Assassin

Human- out for blood

HP 30
RADS 20
Armor Rating 3
AGI 7

Condition Immunities None
Senses Average
Faction Caesar's Legion
Challenge 15 xp
Loot Legion Veteran Armor, Hunting Rifle, 1d6 Denarii

Attacks

Hunting Rifle *Long* 16 DMG/ 2 AC/ 2 RoF

Legion Explorer

Human- out for blood

HP 30
RADS 20
Armor Rating 3
AGI 6

Condition Immunities None
Senses Average
Faction Caesar's Legion
Challenge 15 xp
Loot Legion Veteran Armor, Hunting Rifle, 1d6 Denarii

Attacks

Hunting Rifle *Long* 16 DMG/ 2 AC/ 2 RoF

Mister Gutsy

Robot- war machine bot

HP 100
RADS -
Armor Rating 10
AGI 2

Condition Immunities Immune to explosives, weak to EMPs
Senses Average
Faction Various
Challenge 25 xp
Loot Electronics

Attacks

Laser Gun *Short* 4 DMG/ 4 AC/ 3 RoF
Flamethrower *Short* 20 DMG/ 2 AC/ 4 RoF

Mister Handy

Robot- friendly helper

HP 80
RADS -
Armor Rating 10
AGI 2

Condition Immunities Immune to explosives, weak to EMPs
Senses Average
Faction Various
Challenge 20 xp
Loot Electronics

Attacks

Laser Gun *Short* 4 DMG/ 4 AC/ 3 RoF
Flamethrower *Short* 20 DMG/ 2 AC/ 4 RoF

Mole Rat

Animal- mutated horsefly

HP 5
RADS 10
Armor Rating 1
AGI 2

Condition Immunities None
Senses Poor
Faction None
Challenge 2 xp
Loot Wasteland Meat

Attacks

Bite. *Short-range:* 3 DMG/ 2 AC/ 2 RoF

Mother Deathclaw

Animal- matriarch of the wastes

HP 450
RADS 100
Armor Rating 12
AGI 9

Condition Immunities None
Senses Acute
Faction None
Challenge 150 xp
Loot Wasteland meat, Deathclaw head

Attacks

Claw *Melee* 50 DMG/ 2 AC/ 2 RoF

Mysterious Stranger

Human- helpful wanderer

HP 3000
RADS 200
Armor Rating 50
AGI 10

Condition Immunities None
Senses Acute
Faction None
Challenge 1000 xp
Loot 9mm pistol, 20d20 Caps

Attacks

9mm Pistol *Short* 100 DMG/ 1 AC/ 3 RoF

NCR Heavy Trooper

Human- the president's heavy hitters

HP 120
RADS 70
Armor Rating 12
AGI 6

Condition Immunities None
Senses Heightened
Faction NCR
Challenge 50 xp
Loot Minigun, NCR Power Armor

Attacks

Minigun *Long* 20 DMG/ 3 AC/ 20 RoF

NCR Military Police

Human- keepers of the order

HP 30
RADS 20
Armor Rating 2
AGI 5

Condition Immunities None
Senses Average
Faction NCR
Challenge 15 xp
Loot 9mm Pistol, NCR Trooper Fatigues

Attacks

9mm Pistol *Short* 6 DMG/ 3 AC/ 3 RoF

NCR Ranger

Human- old-time sheriff

HP 70
RADS 50
Armor Rating 7
AGI 6

Condition Immunities None
Senses Average
Faction NCR
Challenge 20 xp
Loot 9mm Pistol, NCR Trooper Fatigues

Attacks

9mm Pistol *Short* 6 DMG/ 3 AC/ 3 RoF
Hunting Rifle *Long* 16 DMG/ 2 AC/ 2 RoF

NCR Trooper

Human- average footsoldier

HP 60
RADS 50
Armor Rating 5
AGI 5

Condition Immunities None
Senses Average
Faction NCR
Challenge 15 xp
Loot Hunting Rifle, NCR Trooper Fatigues

Attacks

Hunting Rifle *Long* 16 DMG/ 2 AC/ 2 RoF

NCR Veteran Ranger

Human- quiet and carrying a big stick

HP 120
RADS 70
Armor Rating 7
AGI 6

Condition Immunities None
Senses Heightened
Faction NCR
Challenge 25 xp
Loot .45 Revolver, Sniper Rifle, Sheriff's Duster

Attacks

.45 Revolver *Short* 12 DMG/ 3 AC/ 2 RoF
Sniper Rifle *Extended* 20 DMG/ 2 AC/ 2 RoF

Nightkin Jailer

Mutant- invisible brawler

HP 70
RADS 80
Armor Rating 6
AGI 7

Condition Immunities Invisible
Senses Average
Faction None
Challenge 25 xp
Loot Sledgehammer

Attacks

Sledgehammer *Melee* 17 DMG/ 3 AC/ 1 RoF

Nightkin Master

Mutant- invisible eviscerator

HP 90
RADS 80
Armor Rating 6
AGI 7

Condition Immunities Invisible
Senses Average
Faction None
Challenge 30 xp
Loot Minigun

Attacks

Minigun *Melee* 20 DMG/ 4 AC/ 20 RoF

Nightstalker

Animal- rattlesnake-coyote hybrid

HP 30
RADS 20
Armor Rating 3
AGI 8

Condition Immunities None
Senses Heightened
Faction None
Challenge 10 xp
Loot Wasteland meat

Attacks

Bite *Melee* 5 DMG/ 3 AC/ 2 RoF

Powder Ganger

Human- escaped convict

HP 30
RADS 20
Armor Rating 2
AGI 4

Condition Immunities None
Senses Average
Faction Powder Gangers
Challenge 15 xp
Loot Dynamite

Attacks

Dynamite *Explosive* 20 DMG/ 3 AC/ 1 RoF

Protectron

Robot- multipurpose bot

HP 120
RADS -
Armor Rating 10
AGI 2

Condition Immunities Weak to EMPs
Senses Average
Faction Various
Challenge 25 xp
Loot Electronics

Attacks

Laser Gun *Short* 4 DMG/ 4 AC/ 10 RoF

Radroach

Animal- large mutated cockroach

HP 5
RADS 10
Armor Rating 1
AGI 1

Condition Immunities None
Senses Poor
Faction None
Challenge 2 xp
Loot Wasteland meat

Attacks

Bite *Melee* 3 DMG/ 3 AC/ 1 RoF

Radscorpion

Animal- large mutated scorpion

HP 40
RADS 70
Armor Rating 10
AGI 3

Condition Immunities None
Senses Limited
Faction None
Challenge 15 XP
Loot Wasteland Meat

Attacks

Pinch. *Melee:* 7 DMG/ 2 AC/ 2 RoF
Sting. *Melee:* 15 DMG/ 7 RAD/ 2 AC/ 1 RoF

Raider

Human- hungry scavenger

HP 30
RADS 20
Armor Rating 2
AGI 4

Condition Immunities None
Senses Average
Faction Various
Challenge 15 xp
Loot 1d6 caps, psycho, pool cue

Attacks

Pool Cue *Melee* 15 DMG/ 2 AC/ 2 RoF

Raider Boss

Human- crazed lunatic

HP 50
RADS 30
Armor Rating 5
AGI 5

Condition Immunities None
Senses Average
Faction Various
Challenge 20 xp
Loot 1d6 caps, psycho, pool cue

Attacks

Pool Cue *Melee* 15 DMG/ 2 AC/ 2 RoF
10mm Pistol *Short* 7 DMG/ 3 AC/ 3 RoF

Securitron

Robot- mojave patrol bot

HP 180
RADS -
Armor Rating 10
AGI 3

Condition Immunities Weak to EMPs
Senses Average
Faction Various
Challenge 30 xp
Loot Electronics

Attacks

Laser Gun *Short* 4 DMG/ 4 AC/ 10 RoF
Missile Launcher *Extended* 100 DMG/ 2 AC/ 3 RoF

Sentry Bot

Robot- harbinger of destruction

HP 500
RADS -
Armor Rating 20
AGI 6

Condition Immunities Weak to EMPs
Senses Average
Faction Various
Challenge 100 xp
Loot Electronics

Attacks

Laser Gun *Short* 10 DMG/ 4 AC/ 20 RoF
Missile Launcher *Extended* 100 DMG/ 2 AC/ 3 RoF

Super Mutant Brute

Mutant- FEV-infected superhuman

HP 90
RADS 80
Armor Rating 6
AGI 5

Condition Immunities None
Senses Average
Faction None
Challenge 25 xp
Loot Sledgehammer

Attacks

Sledgehammer *Melee* 17 DMG/ 3 AC/ 1 RoF

Super Mutant Master

Mutant- FEV-infected superhuman boss

HP 90
RADS 80
Armor Rating 6
AGI 6

Condition Immunities None
Senses Average
Faction None
Challenge 30 xp
Loot Minigun

Attacks

Minigun *Long* 20 DMG/ 4 AC/ 20 RoF

Thug

Human- average brute

HP 40
RADS 30
Armor Rating 3
AGI 4

Condition Immunities None
Senses Average
Faction Various
Challenge 15 xp
Loot 1d6 caps, jet, pool cue, 10mm pistol, wasteland meat

Attacks

Pool Cue *Melee* 15 DMG/ 2 AC/ 2 RoF
10mm Pistol *Short* 7 DMG/ 3 AC/ 3 RoF

Turret

Robot- sentry guard

HP 60
RADS -
Armor Rating 6
AGI 1

Condition Immunities Cannot move
Senses Average
Faction Various
Challenge 15 xp
Loot Electronics

Attacks

Machine Gun *Long* 7 DMG/ 3 AC/ 5 RoF

Wastelander

Human- everyday layperson

HP 30
RADS 20
Armor Rating 1
AGI 4

Condition Immunities None
Senses Average
Faction Various
Challenge 15 xp
Loot Wastelander leathers, 10mm pistol, 1d6 Caps

Attacks

10mm Pistol *Short* 6 DMG/ 3 AC/ 3 RoF

Yao Guai

Animal- irradiated bear

HP 150
RADS 60
Armor Rating 10
AGI 6

Condition Immunities None
Senses Acute
Faction None
Challenge 40 xp
Loot Wasteland meat

Attacks

Claw *Melee* 8 DMG/ 2 AC/ 3 RoF

Loot Randomizer

Loot

1d20 Roll	Loot
1	2 caps
2	Pre-war business clothes, motorcycle helmet, 5 pre-war money, 2 old canned food, 1 bottled water, wonderglue
3	Frag grenade, 6 caps, 1 old canned food, 2 bottled water, pack of cigarettes
4	Pre-war relaxed wear, 4 pre-war money, 3 old boxed food, 1 purified water, ashtray
5	Pre-war business clothes, 40 pre-war money, 1 nuka-cola
6	Pre-war relaxed wear, eyeglasses, 60 pre-war money, 2 old canned food, 1 bottled water, baseball glove
7	10mm pistol, 14 caps, 7 pistol ammo, 3 old canned food, 1 purified water, abraxo cleaner
8	Wastelander leathers, 5 caps, 1 old boxed food, 2 bottled water, clipboard
9	9 iron, 10 caps, 3 old boxed food, 1 purified water
10	Wastelander leathers, 5 pre-war money, 2 old canned food, 1 bottled water, lunchbox
11	Laser pistol, 1 cap, 20 energy weapon ammo, 4 old canned food
12	Radiation suit, 20 pre-war money, 3 nuka-cola, camera
13	Radiation suit, 11 caps, 2 old canned food, clipboard
14	Brass knuckles, 7 caps, 2 sunset sarsparilla, pack of cigarettes
15	Radiation suit, 15 caps, 3 purified water, toy car
16	Prostitute outfit, 35 caps, 2 bottled water, ashtray
17	Varmint rifle, 2 caps, 6 rifle ammo, 1 canned food, baseball glove
18	Sexy lingerie, 5 caps, 3 canned food, 1 bottled water, ashtray
19	Hockey mask, 8 caps, 2 old boxed food, 2 bottled water
20	.44 magnum revolver, 20 caps, 20 pistol ammo, 1 purified water

RESOURCES

Map of the
Great Basin Wastes
Great Salt Lake
Big Field
New Canaan
Wellspring
The Flats
The 80
Bendover
(Ghouls)
Raiders!
Raiders!
Salt Lake Ruins
Black Rock Desert
Cedar Fort
Spanish Fork
Trading Post
Cannibal Pass
Trading Post
Republic Hwy
Bring Supplies
Deathclaws!
Ely
Big Empty
Hwy 70
The Quiet
Trading Post
Beaver
Trading Post
Tonopah
The 15
The Canyons
Zion valley
Georgetown
Boomers
New Vegas
Goodsprings
Deathclaws
Novac
Lake Mead
Hoover Dam
Lake Powell
Jacobstown (Mutants)
Black Mountain (Mutants)
Searchlight (Ghouls)

I'D LIKE TO PERSONALLY THANK CHRIS AVELLONE, *Tim Cain, and Joshua Sawyer, as well as my childhood friend Dawson for getting me into Fallout to begin with. This wouldn't exist without you.*

Big shoutout to my college friends for testing out the earliest builds of this game, as well as River, Castle, Azael, and Avery for playing through it with me now that it's a little more complete.

Please don't sue me for making this, I don't make money off of it and it's entirely a labor of love.

— ari, *author and game designer*

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